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FROM "*A GUIDE TO BETTER UNDERSTANDING THE FINE OLD ART OF BOXING*" WRITTEN BY AL JAFFEE

ORIGINALLY PUBLISHED IN MAD #26, NOV 1955
ARTIST JACK DAVIS

MAD

NO. 21 OCTOBER 2021

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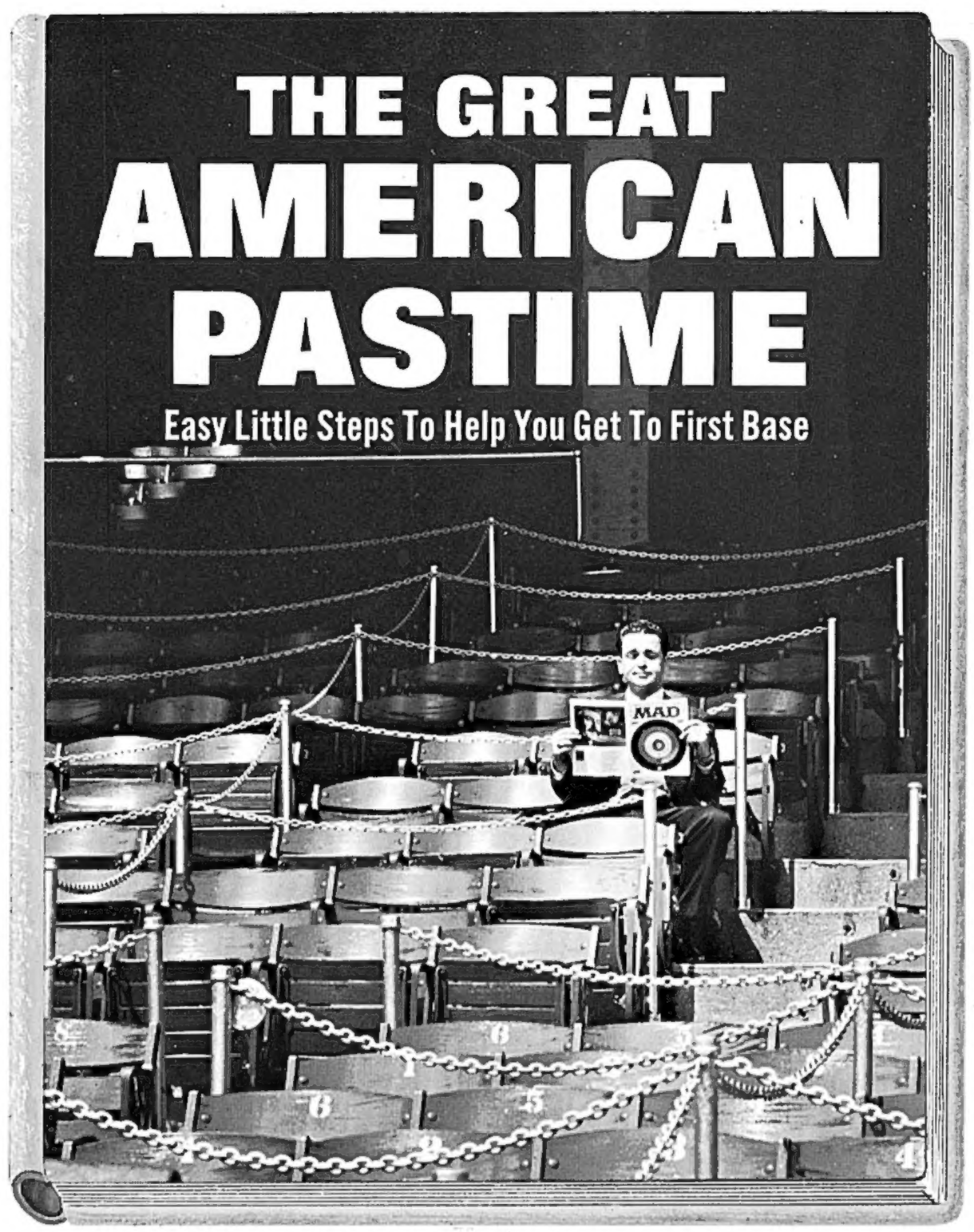
VARIOUS PLACES Drawn Out Dramas by Sergio Aragonés
COVER ARTIST Mark Fredrickson

The vintage MAD pieces reprinted in this issue were produced in a time that was less mindful and sensitive to matters of race, gender, sexual identity, religion, and food allergies. The text of these articles is presented mostly unaltered (and with crossed fingers) for historical reference.

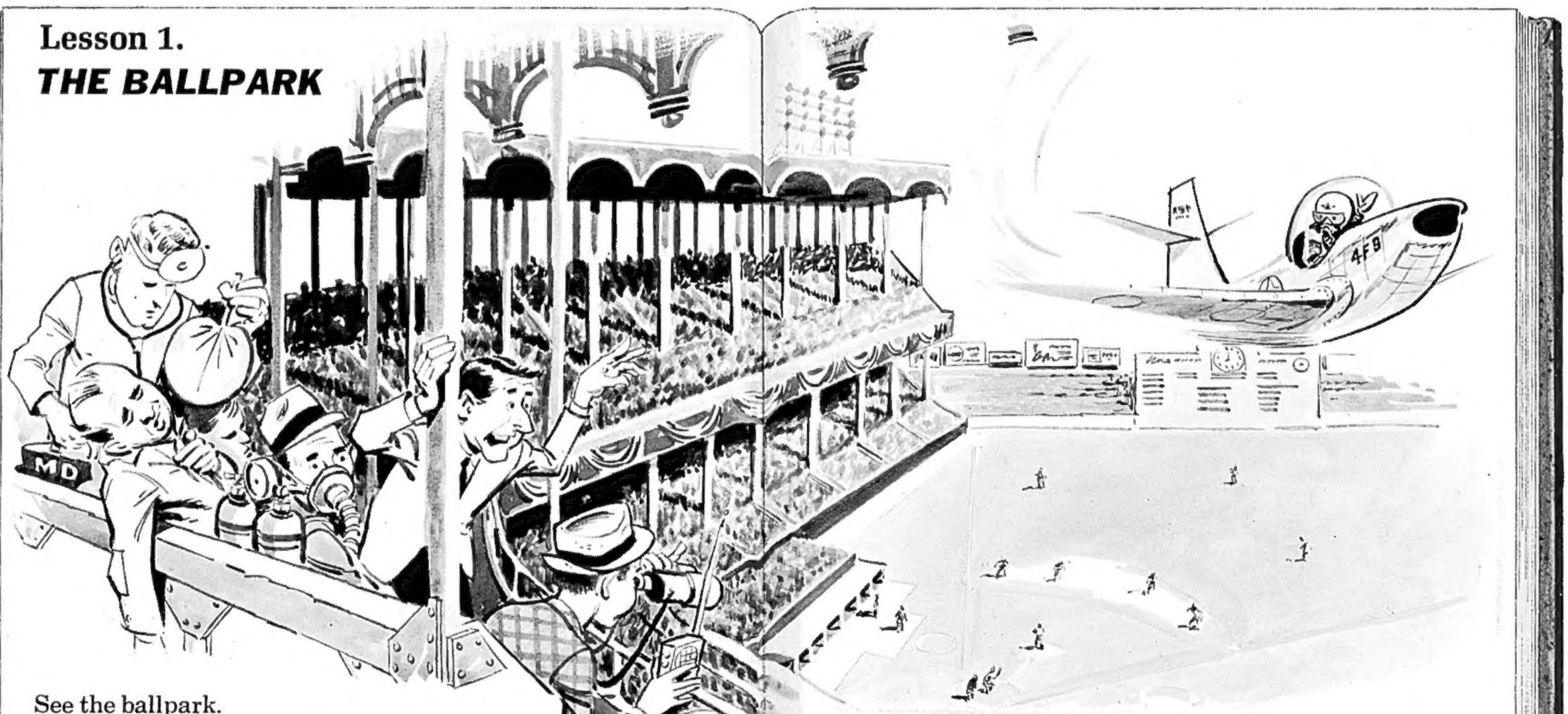
We could've done this next article as a "Baseball Coloring Book," but everybody's doing Coloring Books! And we could've done this article as a "Baseball Photo-Caption Book," but everybody's doing Photo-Caption Books. So we've decided to do it as a "Primer" which nobody's doing yet. Except us! We've done them . . . and done them . . . and done them! It may not be an original format, but it's seasonal. And so, with the cry of "Play ball!" being heard throughout the land . . . followed by the cry of "So what!", we proudly present . . .

THE MAD BASEBALL PRIMER



WRITER **STAN HART** ARTIST **JACK RICKARD**

Lesson 1.
THE BALLPARK

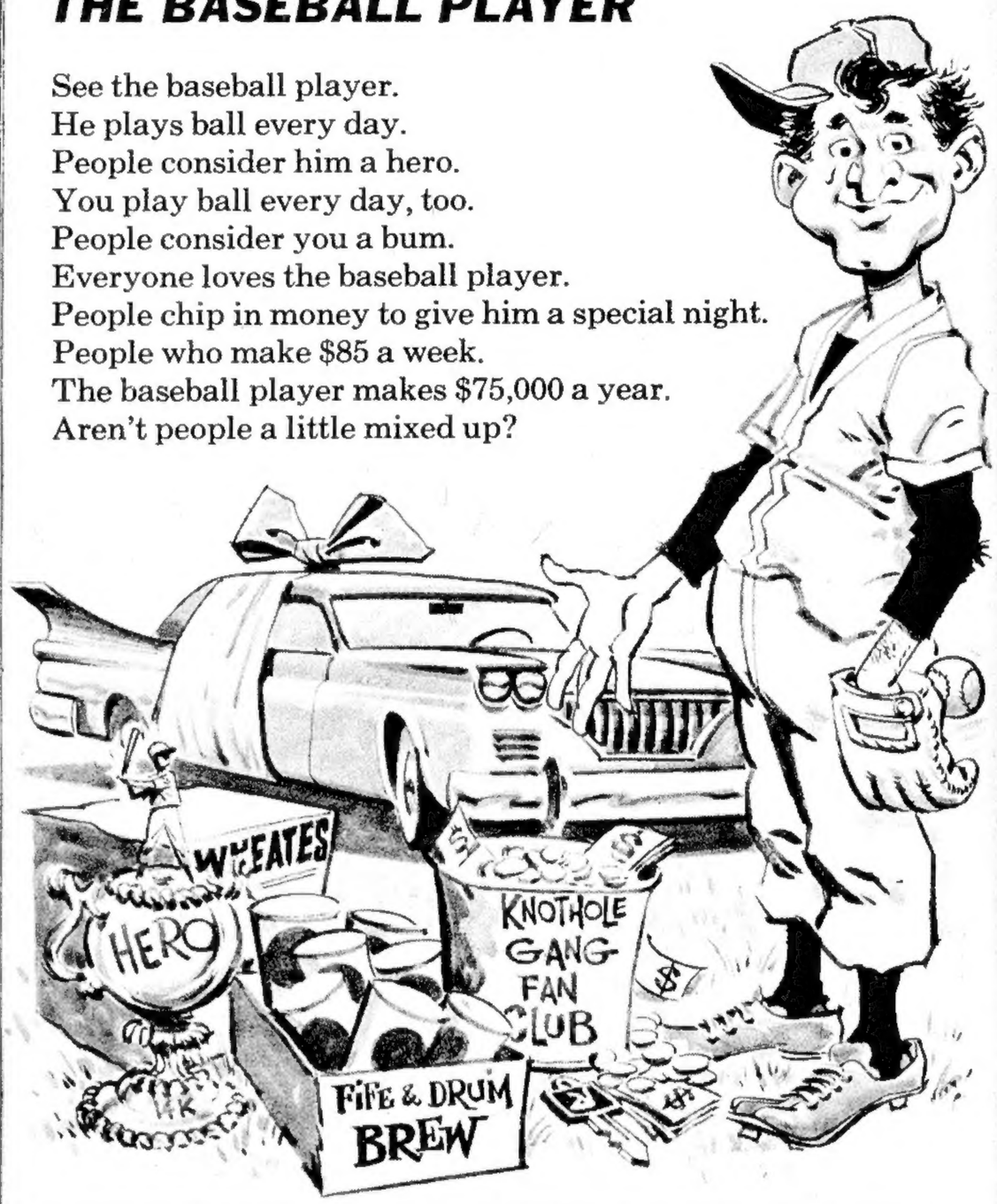


See the ballpark.
The expensive seats are down front.
When the sun shines, the people in them sweat.
When it rains, the people in them get wet.
This is known as soaking the rich.
Walk up the ramp to *your* seat.
Pass the 1st tier. Pass the 2nd tier.
When you get to the top, hear the announcer.
He says, "Is there a doctor in the house?"
That's because you've just had a heart attack!

See the teams come out on the field.
Do not bother to wave "hello" to the ballplayers.
They will not wave back.
They cannot see you.
Wave "hello" to the passing airplanes.
The pilots will wave back.
They *can* see you!
How will you know what's happening down on the field?
Simple! Listen to the game on your portable radio!

Lesson 2.
THE BASEBALL PLAYER

See the baseball player.
He plays ball every day.
People consider him a hero.
You play ball every day, too.
People consider you a bum.
Everyone loves the baseball player.
People chip in money to give him a special night.
People who make $85 a week.
The baseball player makes $75,000 a year.
Aren't people a little mixed up?

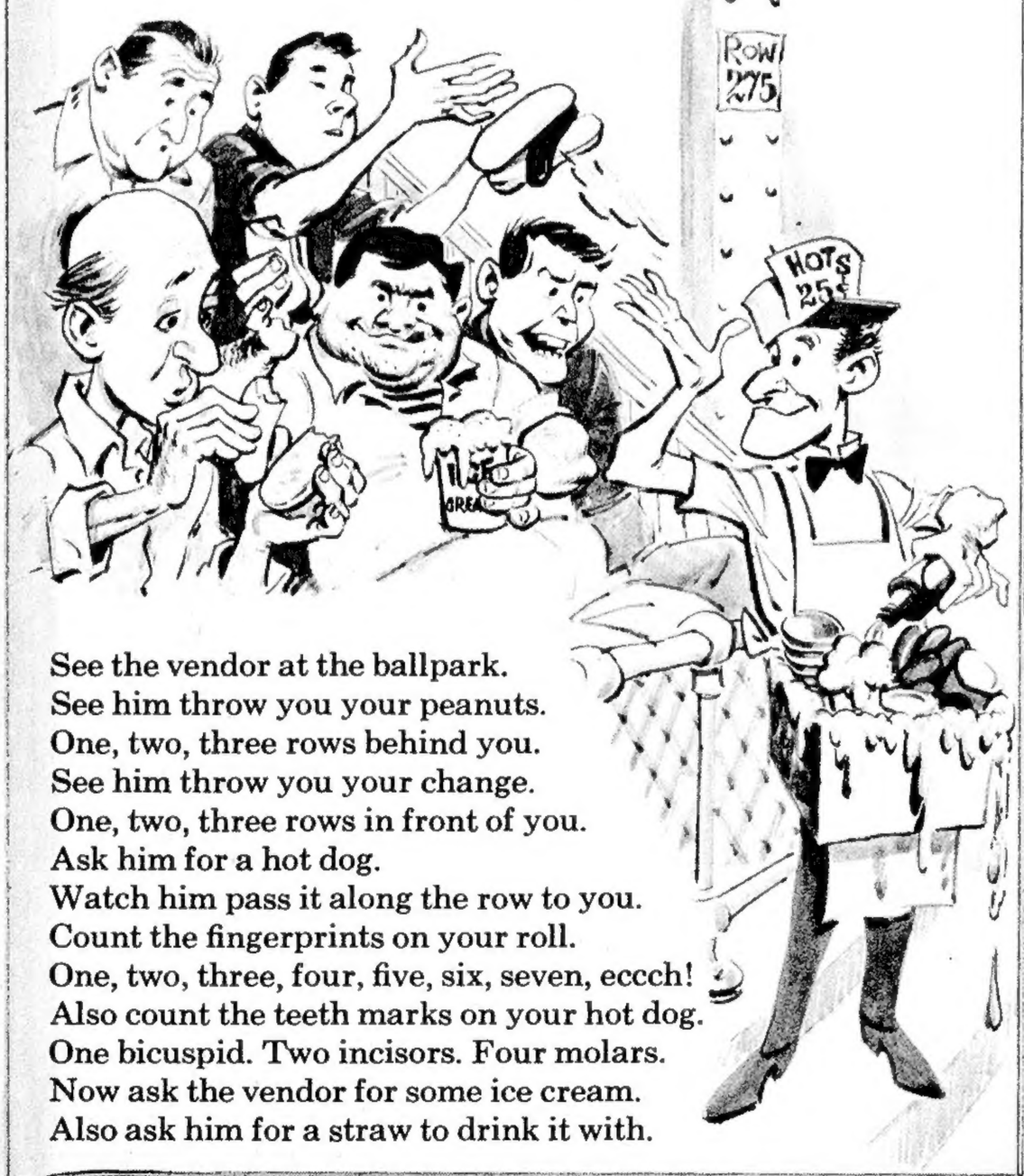


Watch the baseball player on television.
Some read commercials off "idiot cards."
Some don't. They can't read at all!
Most kids want to be baseball players when they grow up.
What do baseball players want to be when they grow up?

Lesson 6.
THE KNOTHOLE GANG

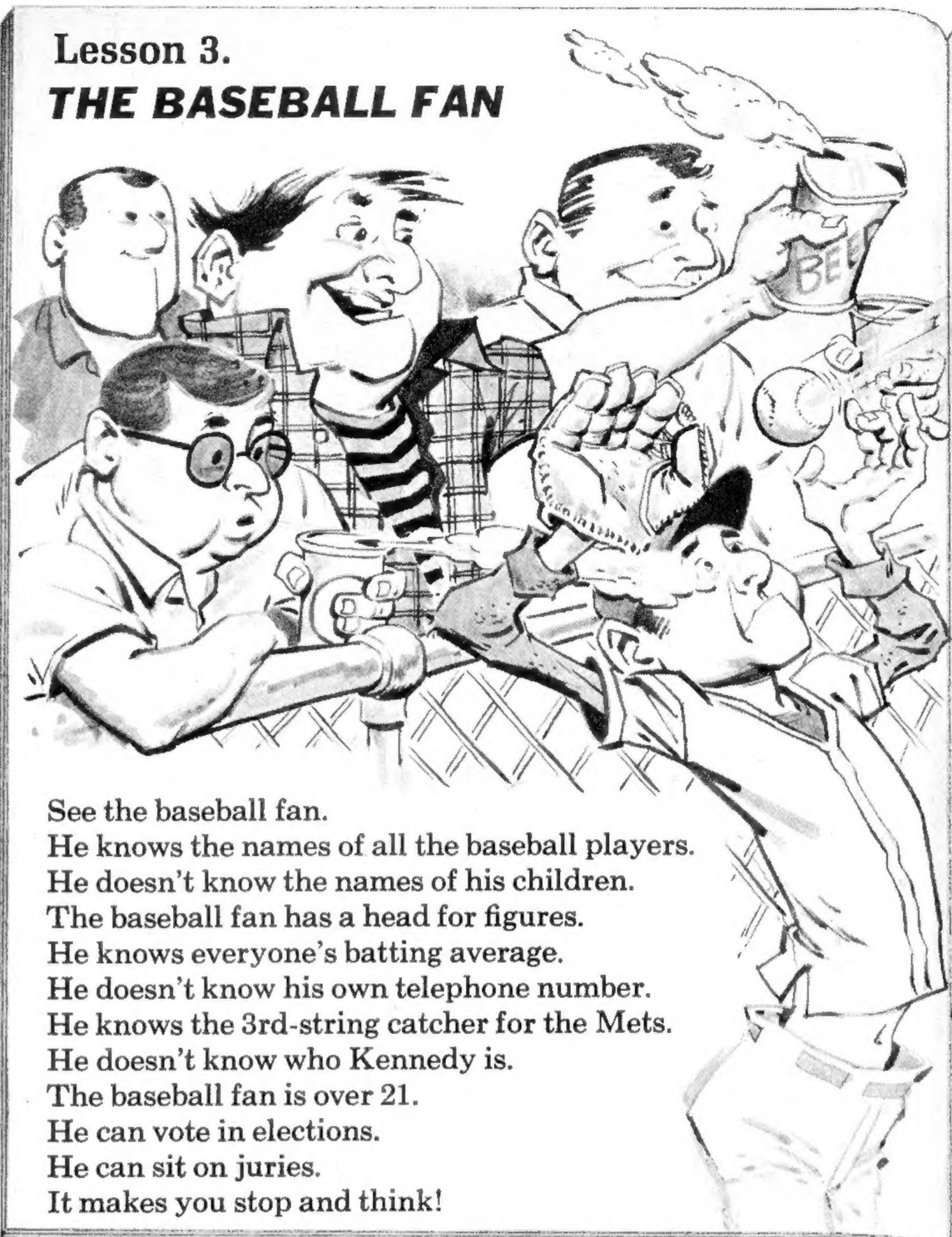
See the kids in the ballpark.
The kind management lets them in for free.
No one else wants to see the 10th-place team play.
The management wants to keep the kids off the street.
Because on the streets, a kid can't buy
$10 worth of hot dogs from the management.
After the game, the kids wait for the players.
They want to get autographs.
Sometimes the poor ballplayer has to push his
way through the crowd of kids.
Maybe you will be lucky.
Maybe you will get knocked down by Roger Maris.

Lesson 7.
THE BALLPARK VENDOR



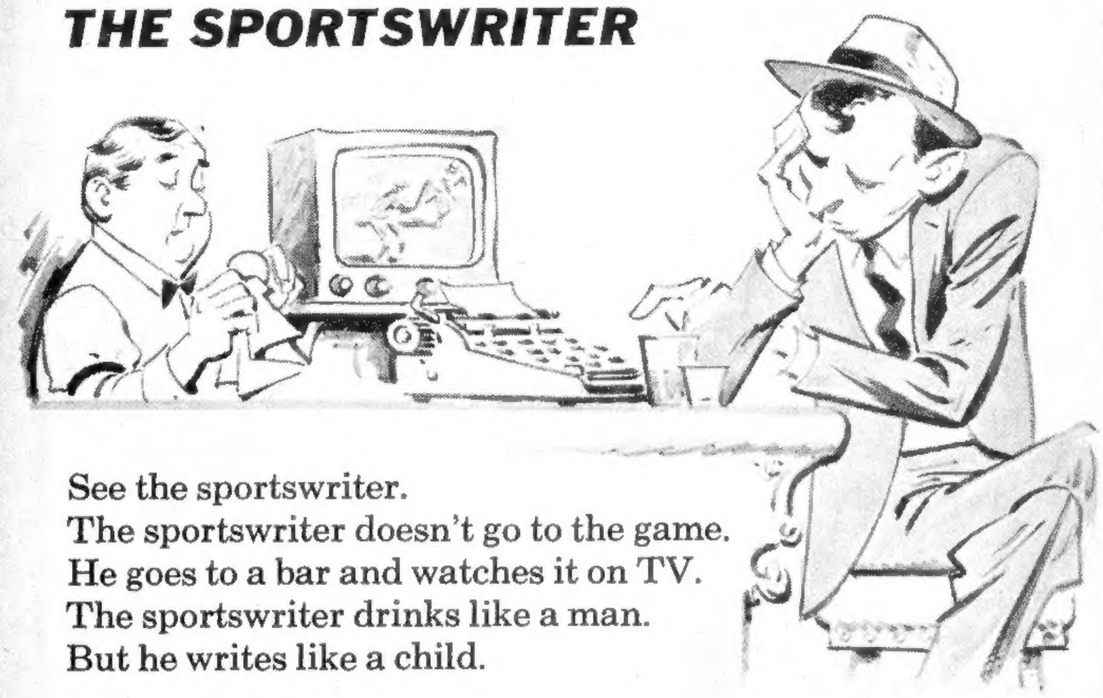
See the vendor at the ballpark.
See him throw you your peanuts.
One, two, three rows behind you.
See him throw you your change.
One, two, three rows in front of you.
Ask him for a hot dog.
Watch him pass it along the row to you.
Count the fingerprints on your roll.
One, two, three, four, five, six, seven, eccch!
Also count the teeth marks on your hot dog.
One bicuspid. Two incisors. Four molars.
Now ask the vendor for some ice cream.
Also ask him for a straw to drink it with.

Lesson 3.
THE BASEBALL FAN



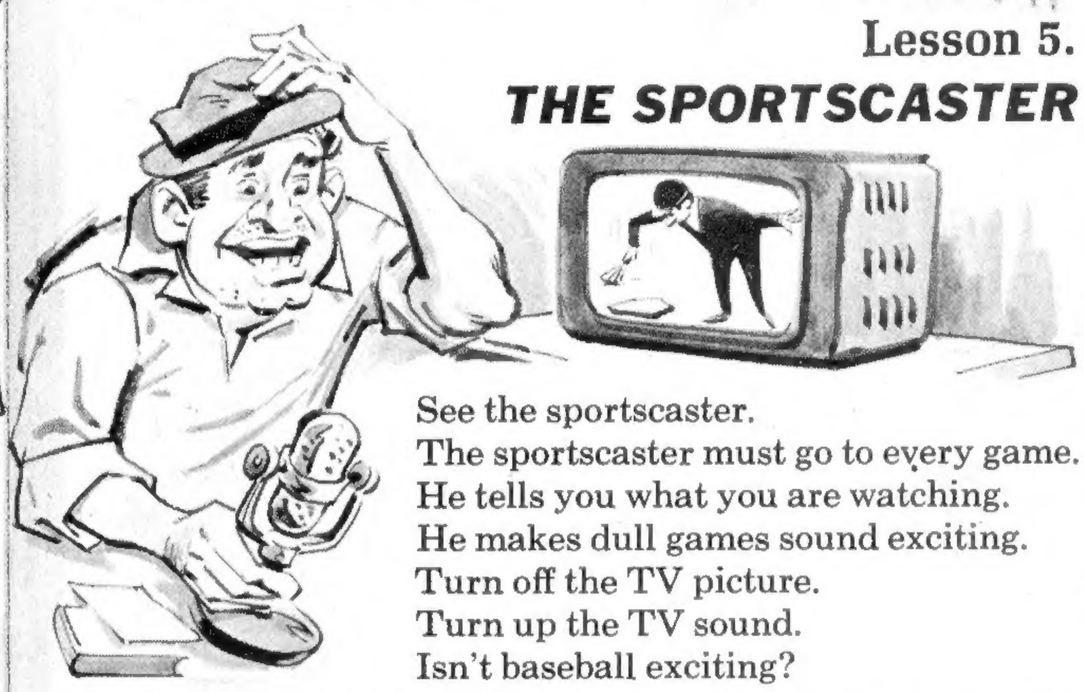
See the baseball fan.
He knows the names of all the baseball players.
He doesn't know the names of his children.
The baseball fan has a head for figures.
He knows everyone's batting average.
He doesn't know his own telephone number.
He knows the 3rd-string catcher for the Mets.
He doesn't know who Kennedy is.
The baseball fan is over 21.
He can vote in elections.
He can sit on juries.
It makes you stop and think!

Lesson 4.
THE SPORTSWRITER



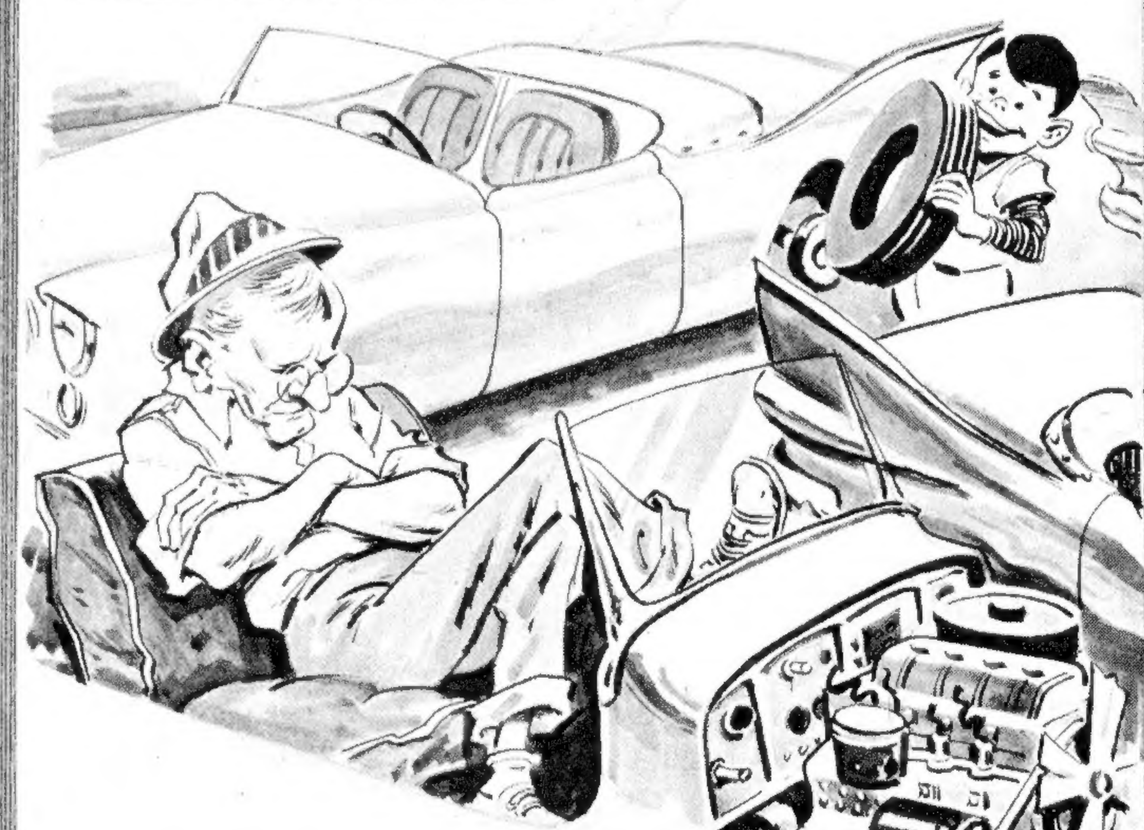
See the sportswriter.
The sportswriter doesn't go to the game.
He goes to a bar and watches it on TV.
The sportswriter drinks like a man.
But he writes like a child.

Lesson 5.
THE SPORTSCASTER



See the sportscaster.
The sportscaster must go to every game.
He tells you what you are watching.
He makes dull games sound exciting.
Turn off the TV picture.
Turn up the TV sound.
Isn't baseball exciting?

Lesson 8.
THE PARKING LOT



See the parking lot.
This is where you park your car.
See the attendant.
He sits and watches.
He watches kids steal your hub caps.
Also your antenna, spare tire and seat covers.
The parking lot attendant is very athletic.
He is a racing car driver.
Did you know you owned a racing car?
V-rroom! Screeech! Craashh!

The parking lot attendant will give your car a dent.
In return, you must give him a tip.
Sometimes a ball is hit out of the stadium.
Sometimes it lands in the parking lot.
Then you might bring home a souvenir of the game.
Like a shattered windshield.

ORIGINALLY PUBLISHED IN MAD #80, JUL 1963

POETRY SLAMMED DEPT.

WE'VE INCLUDED MANY SUBJECTS IN OUR COMIC BOOK FORMAT... WESTERN COWBOYS, HORROR, CORPSES, A-COOKING IN A VAT... CRIME AND MURDER, SCIENCE-FICTION, ROCKETS IN THE STRATOSPHERE, ROMANCE, LOVERS, NOW ***POETRY***; EVEN ***THAT***!... A POEM YOU'VE NO DOUBT HEARD OF, NAME OF...

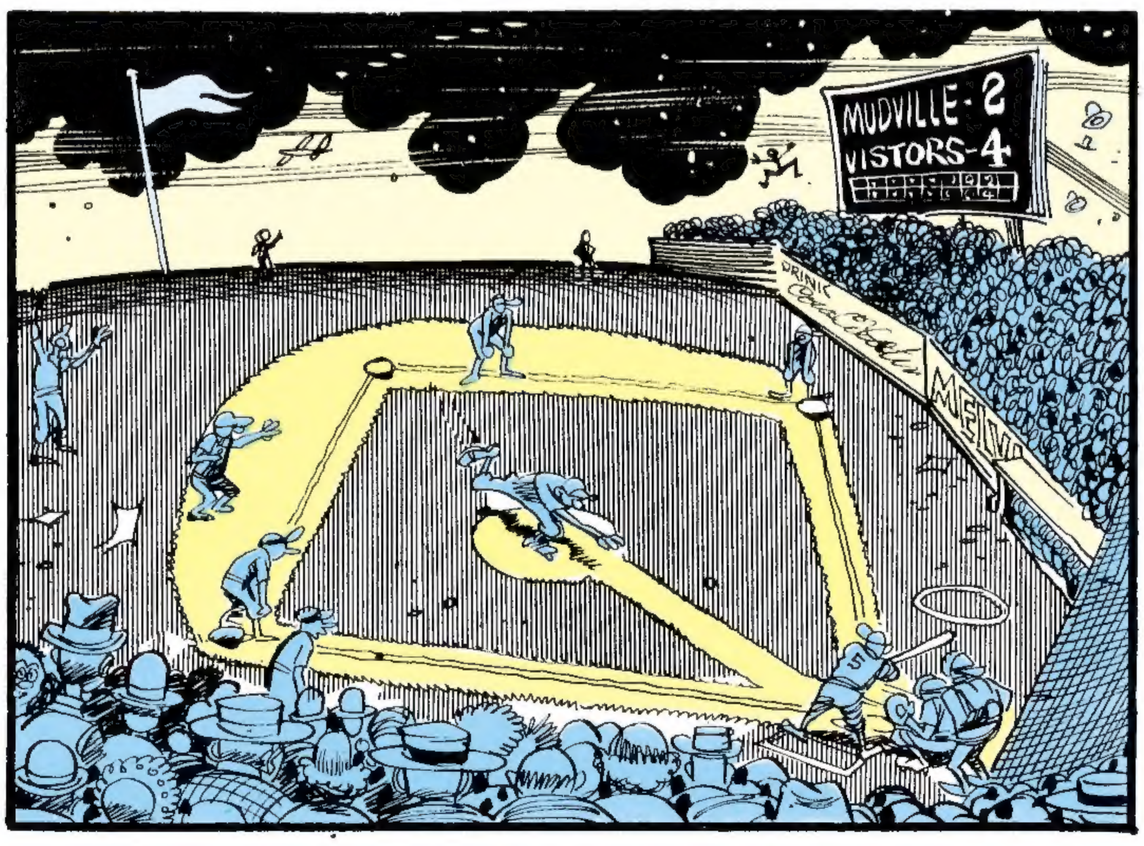
CASEY AT THE BAT!

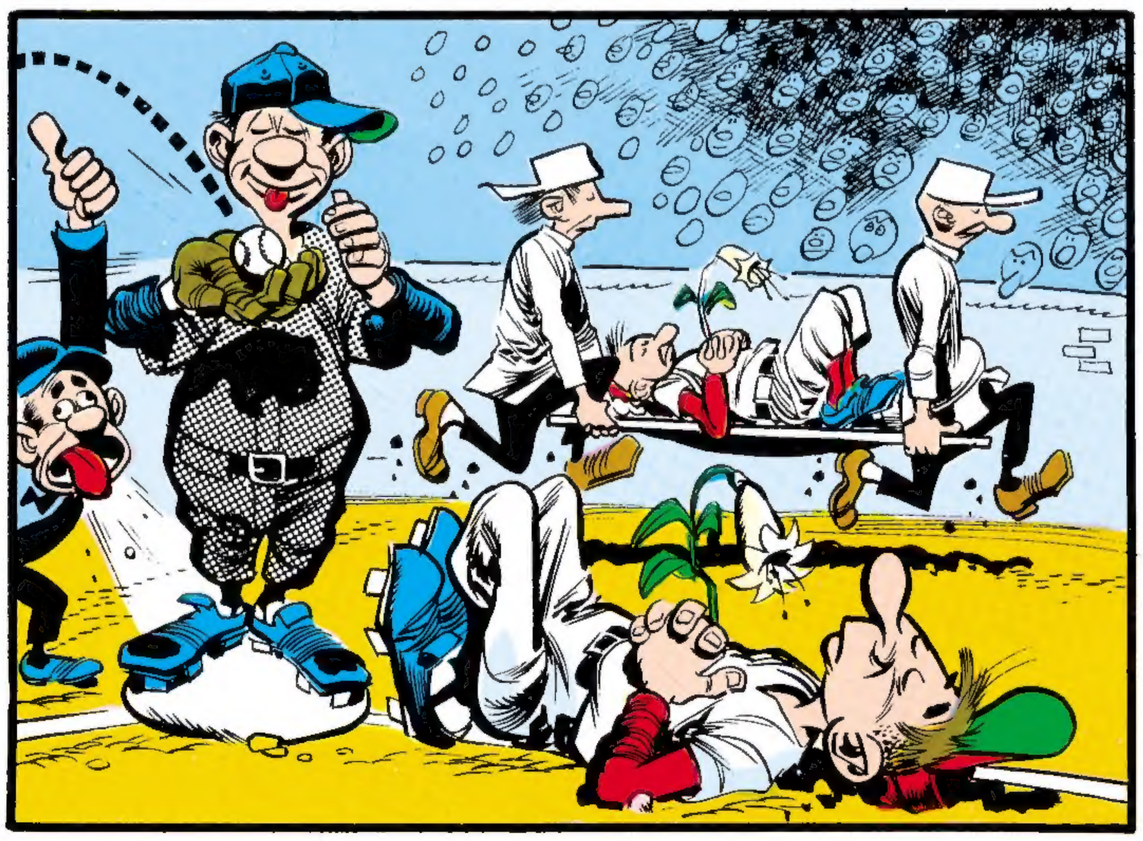
BY ERNEST LAWRENCE THAYER

ARTIST **JACK DAVIS**

It looked extremely rocky for the
Mudville nine that day;
The score stood two to four with but
one inning left to play.

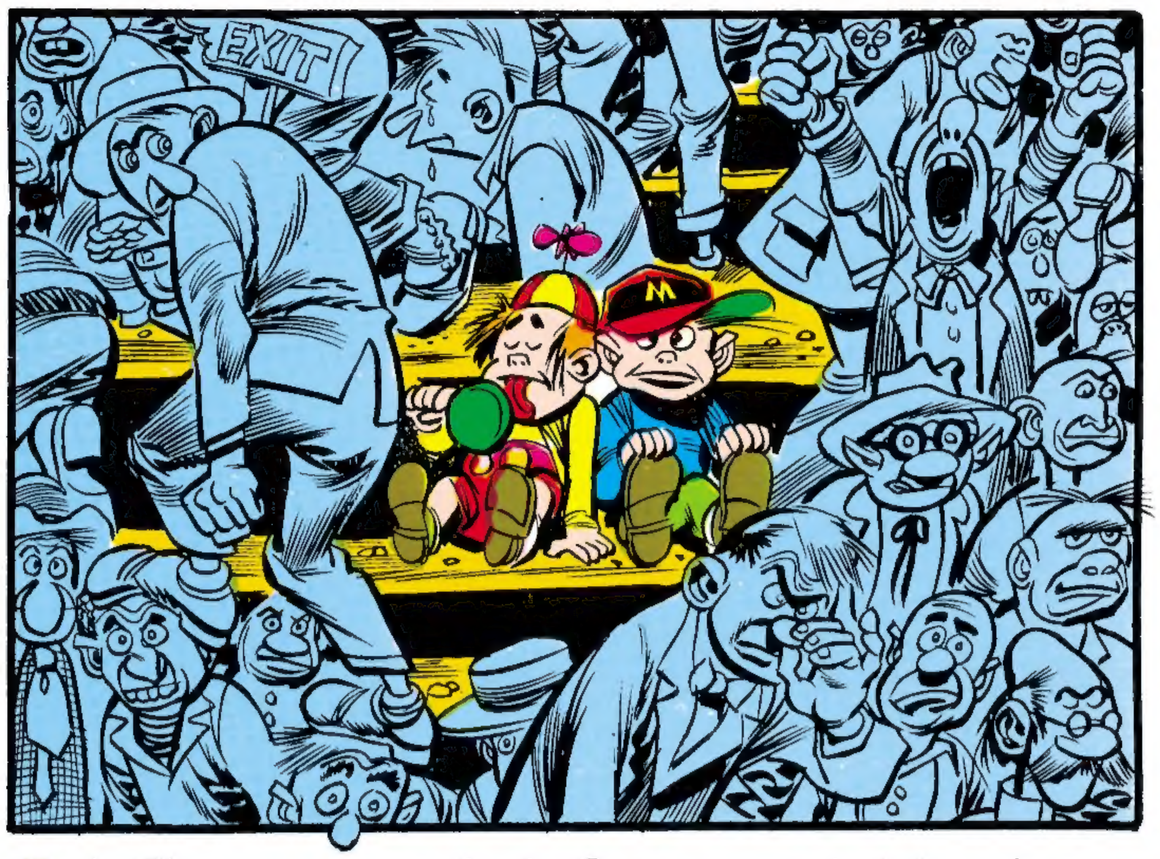
So when Cooney died at second and Burrows
did the same,
A pallor wreathed the features of the
patrons of the game.



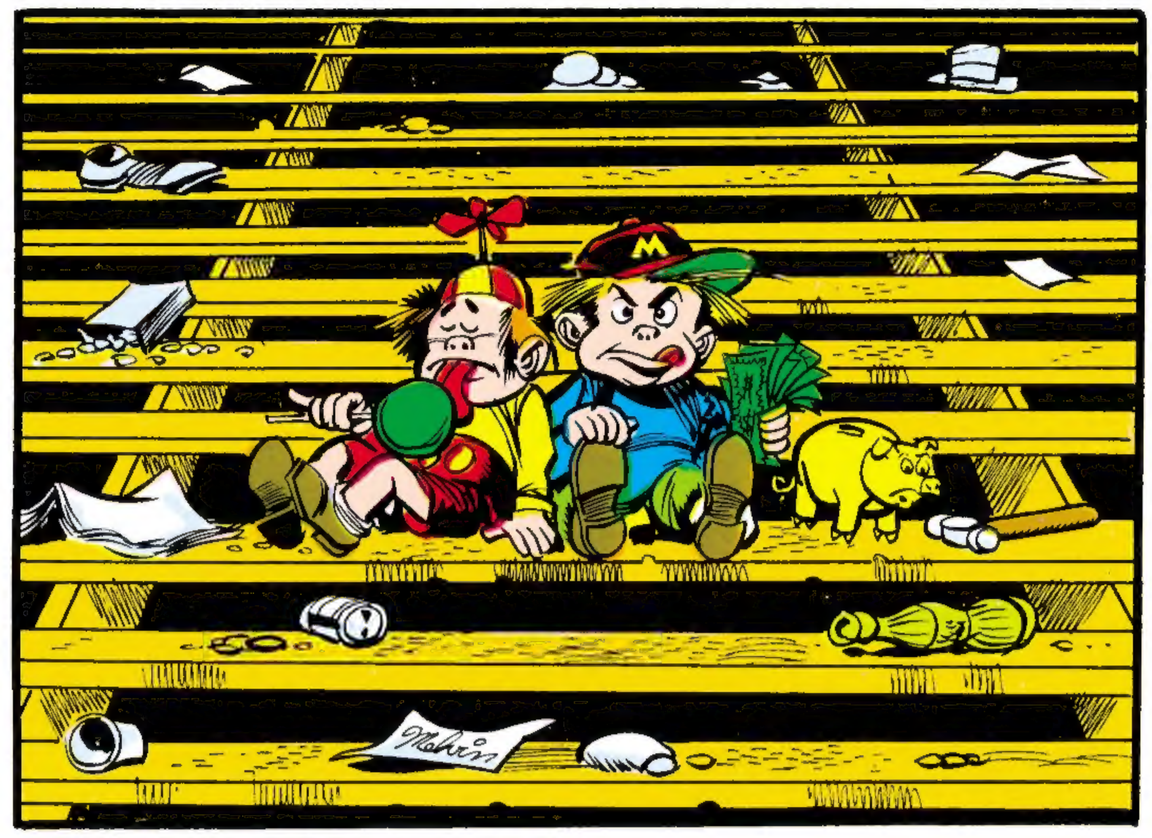


ORIGINALLY PUBLISHED IN MAD #6, SEP 1953

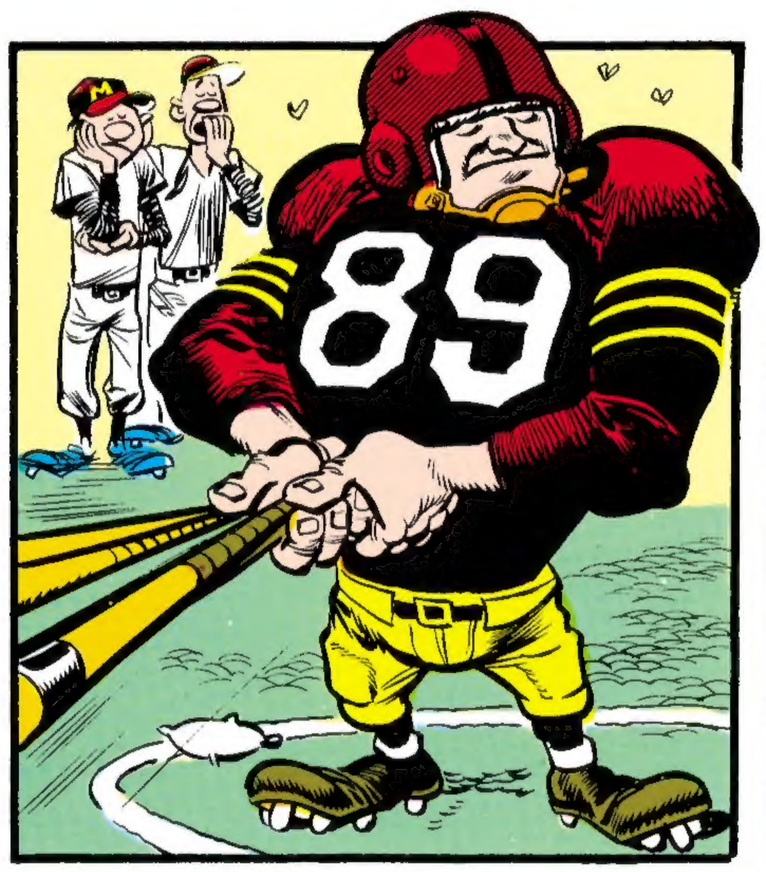
The straggling few got up to go, leaving there the rest,
With the hope that springs eternal within the human breast.



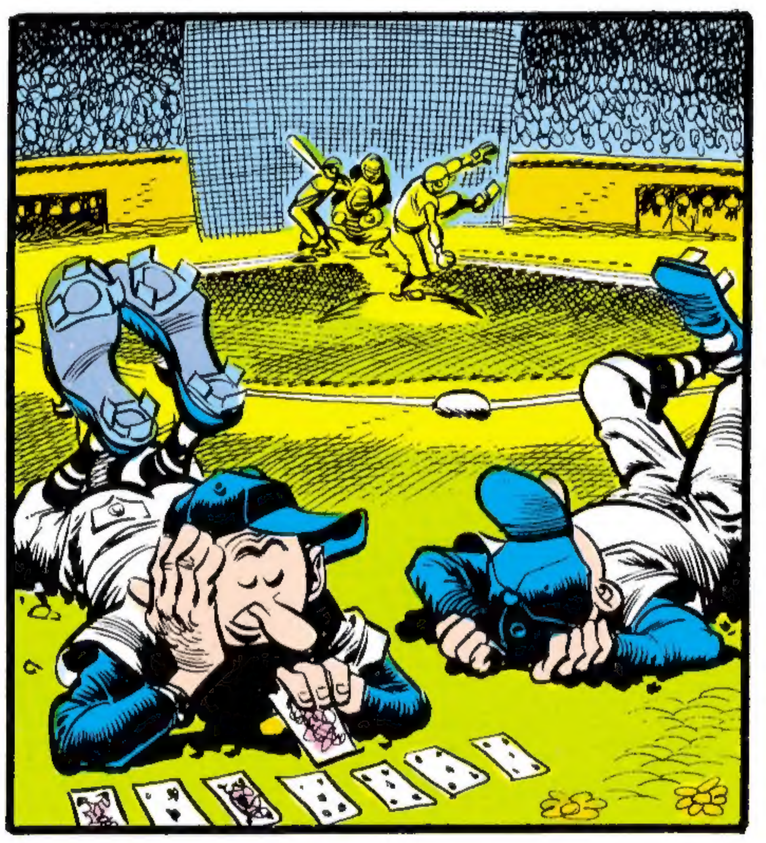
For they thought: "If only Casey could get a whack at that,"
They'd put even money now, with Casey at the bat.



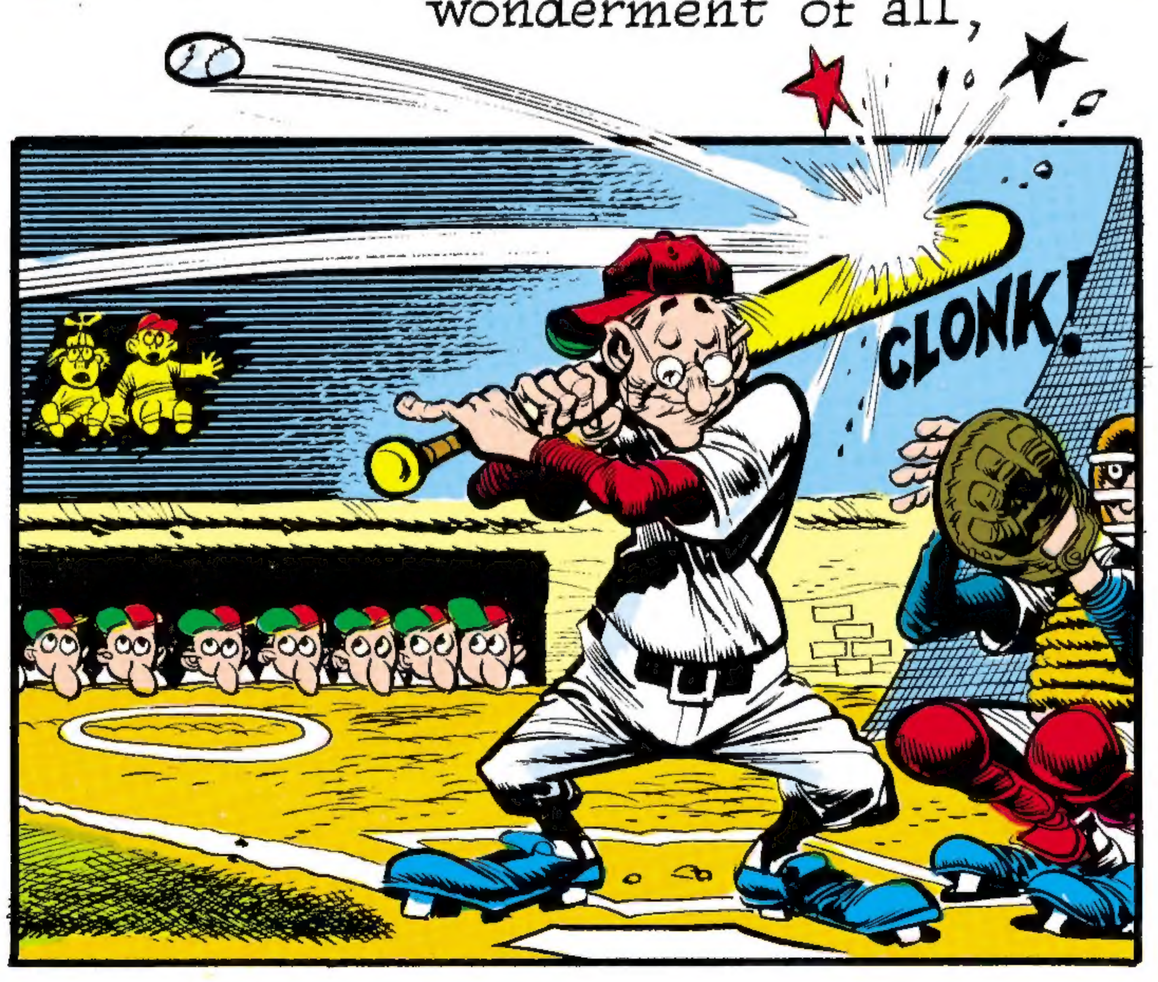
But Flynn preceded Casey, and likewise so did Blake,
And the former was a pudd'n, and the latter was a fake,



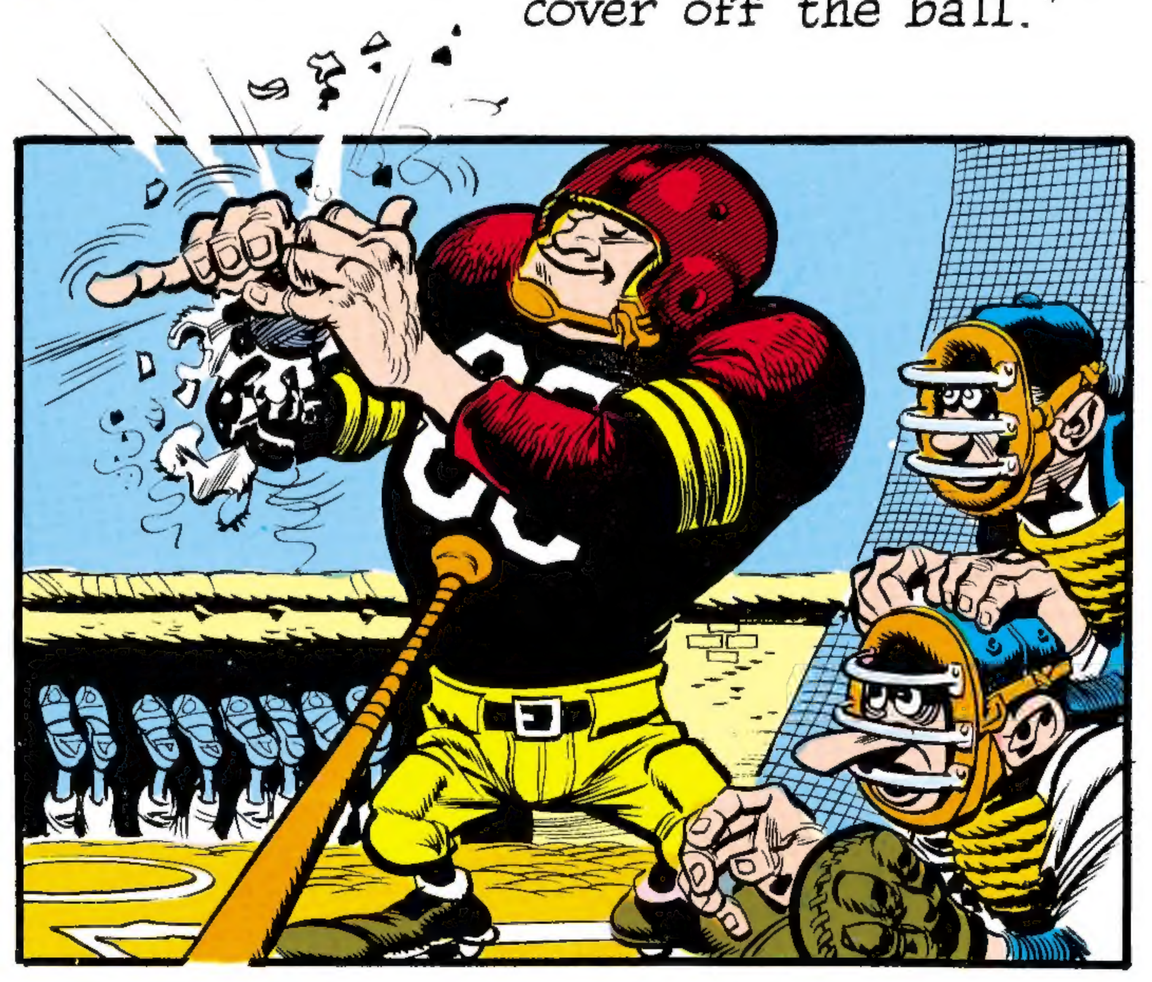
So on that stricken multitude a deathlike silence sat;
For there seemed but little chance for Casey's getting to the bat.



But Flynn let drive a "single," the wonderment of all,

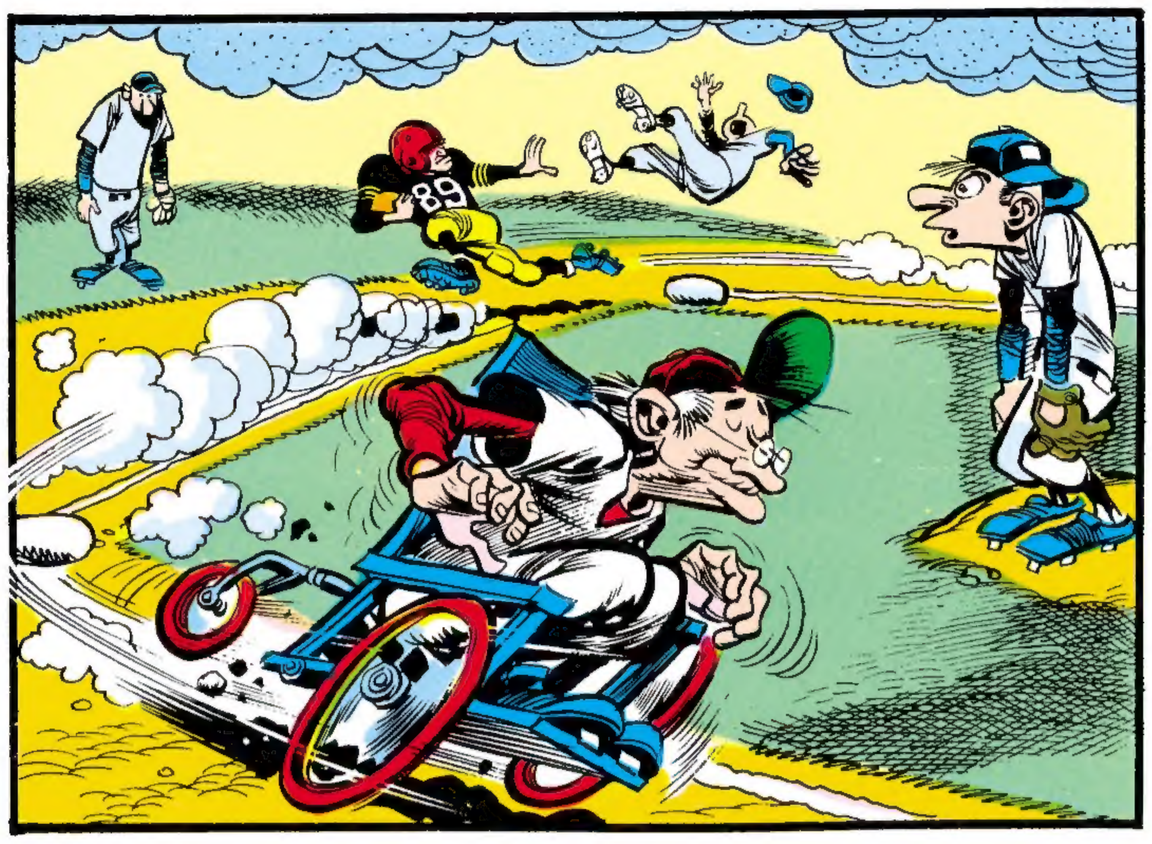


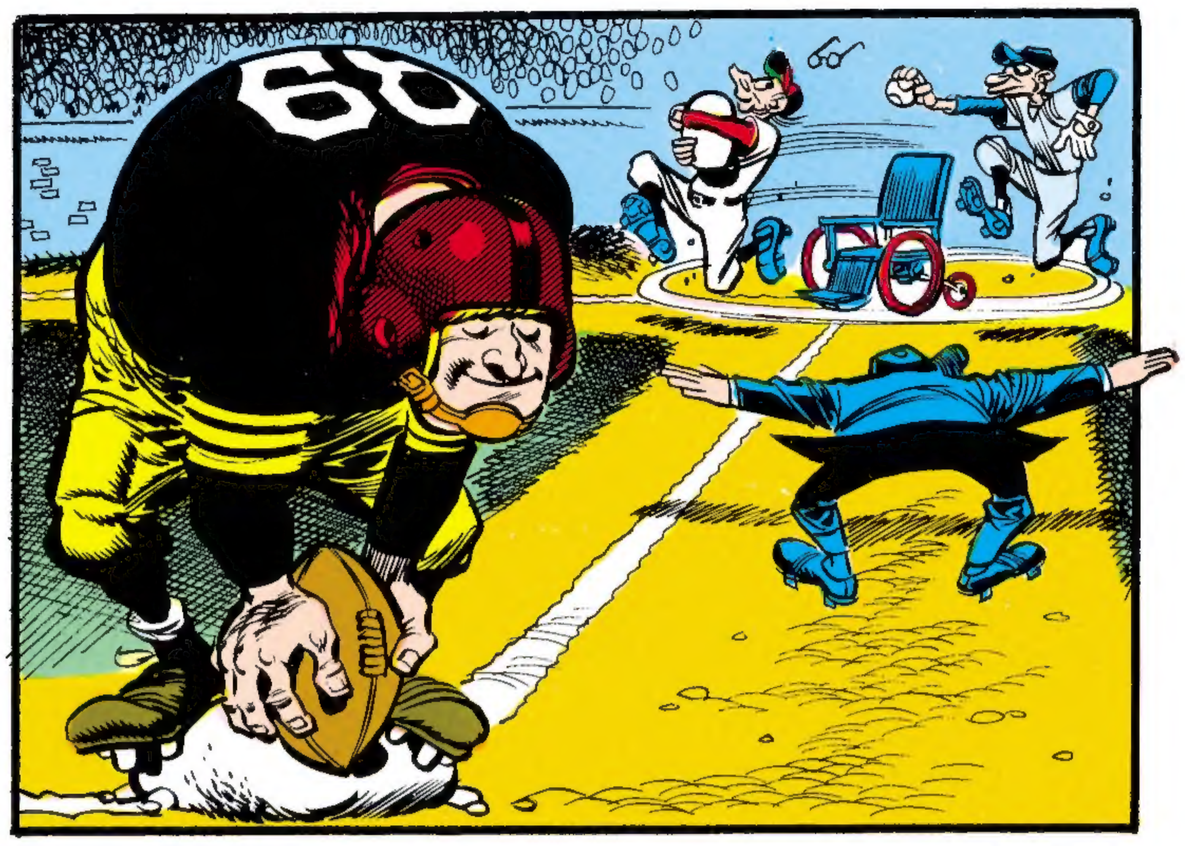
And the much-despised Blakely "tore the cover off the ball."



And when the dust had lifted, and
they saw what had occurred,

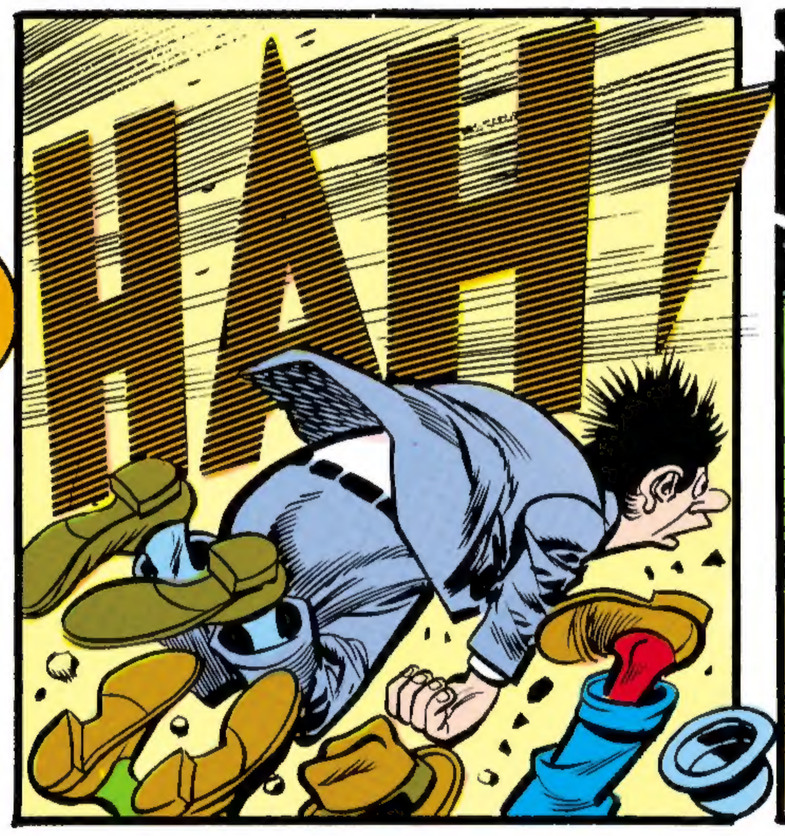
There was Blakely safe at second, and
Flynn a-huggin' third.

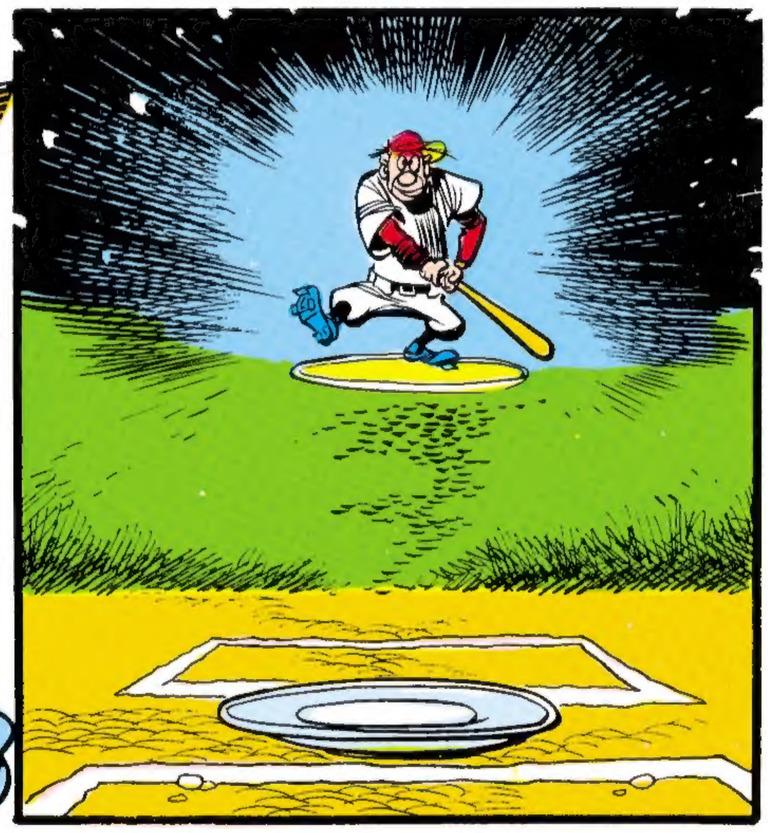




Then from the gladdened multitude
went up a joyous yell –
It rumbled in the mountaintops, it rattled
in the dell;

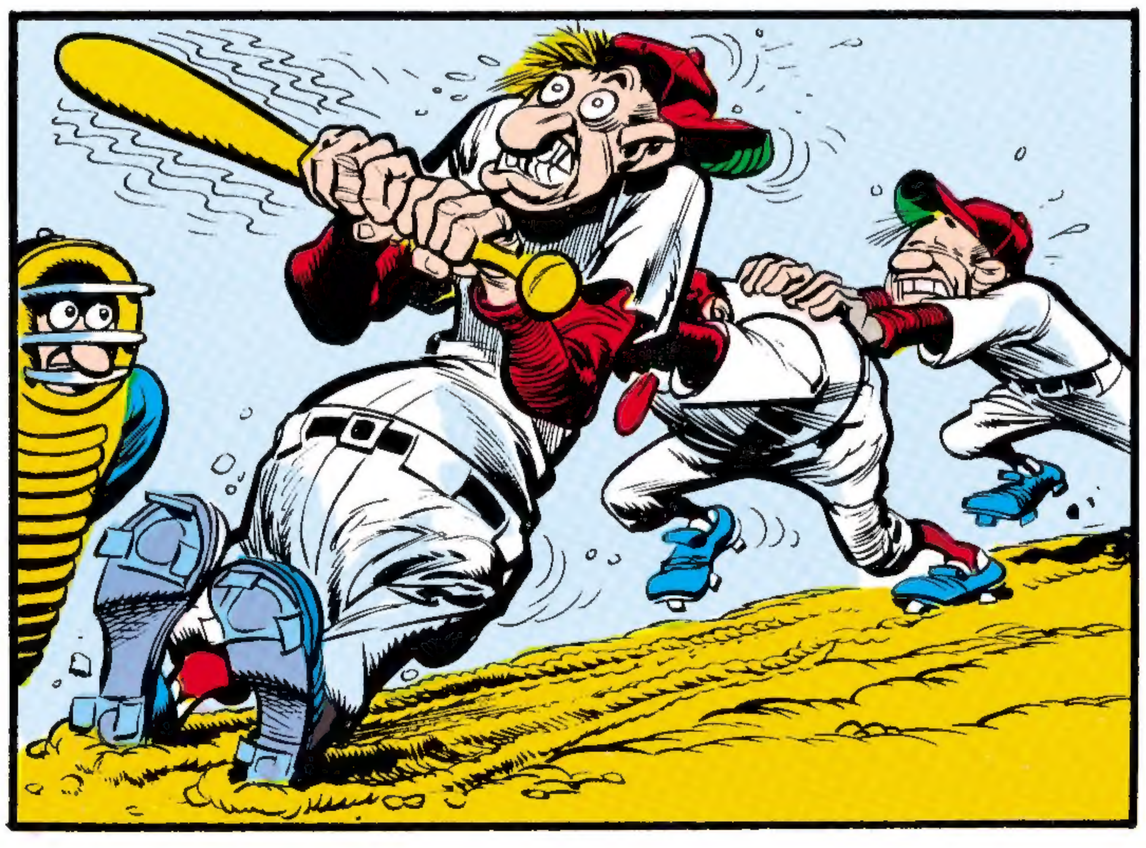
It struck upon the hillside and rebounded
on the flat;
For Casey, mighty Casey, was advancing
to the bat.

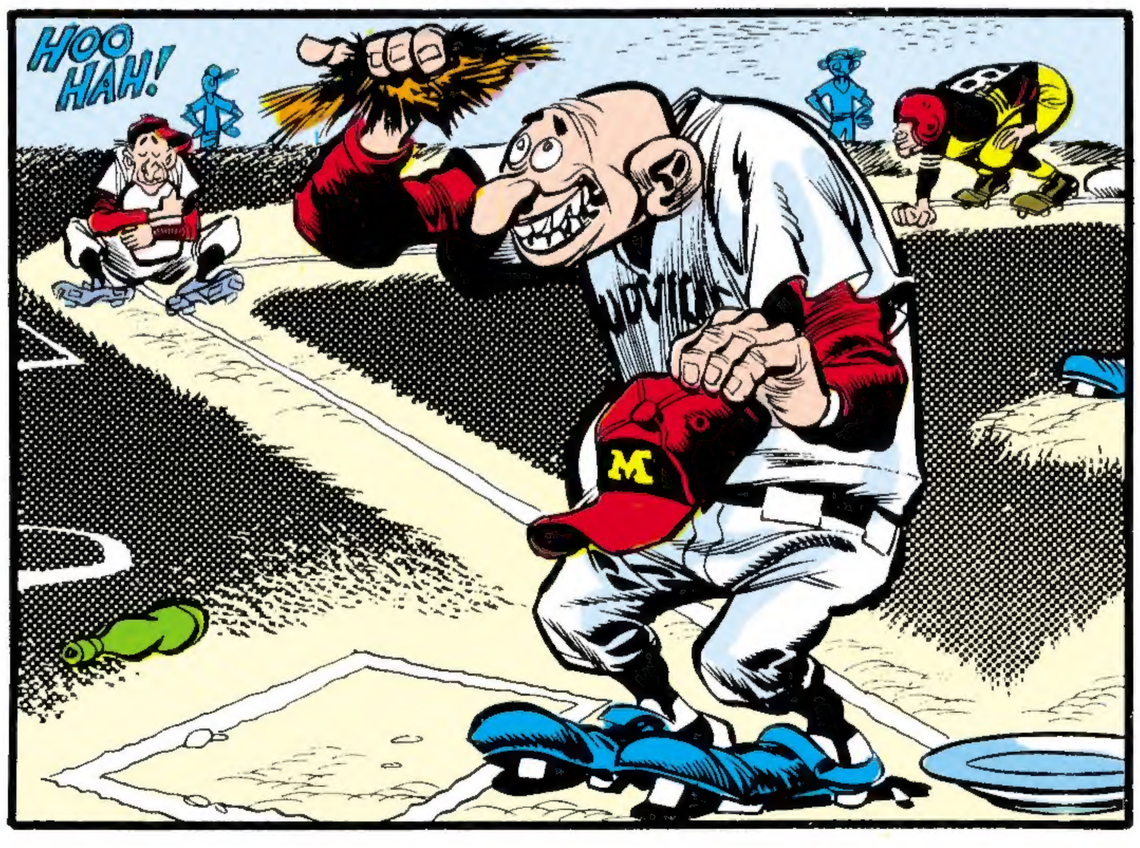




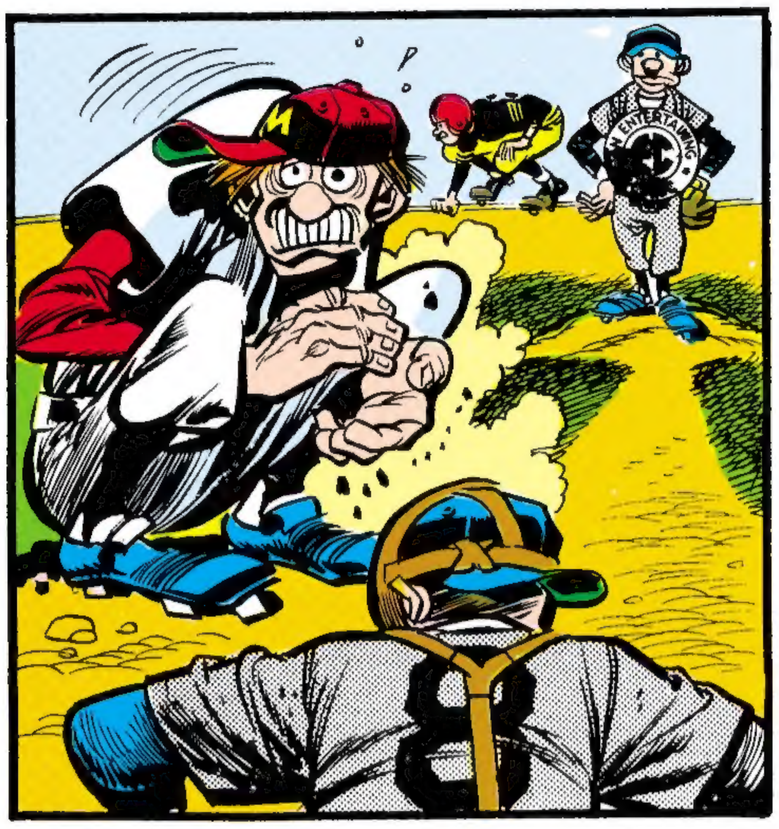
There was ease in Casey's manner as
he stepped into his place,
There was pride in Casey's bearing and a
smile on Casey's face;

And when responding to the cheers, he
lightly doffed his hat,
No stranger in the crowd could doubt
'twas Casey at the bat.

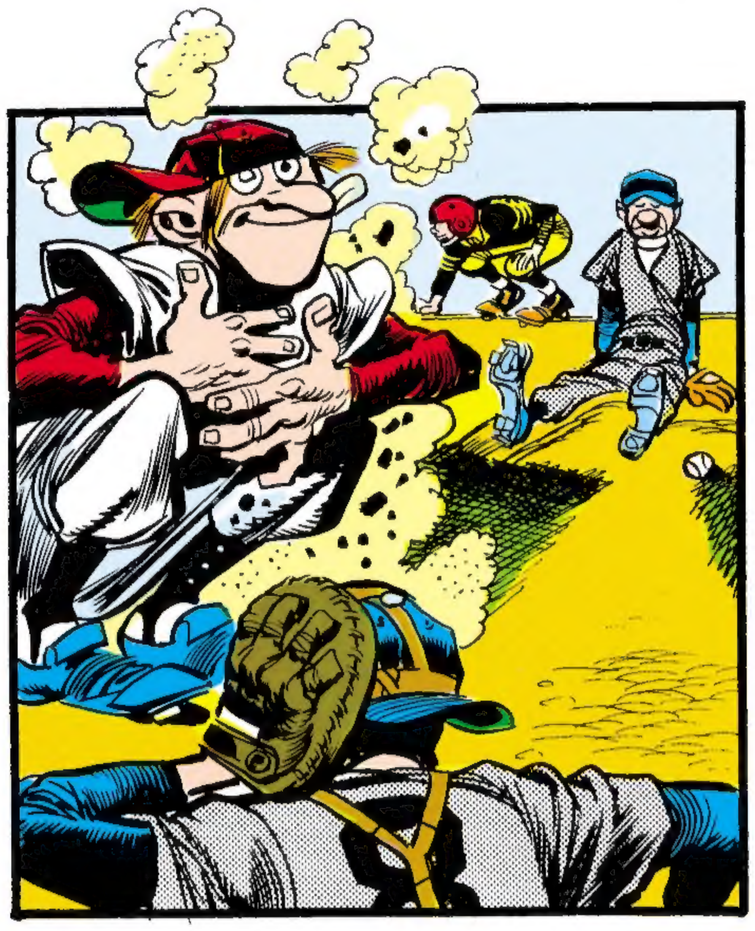


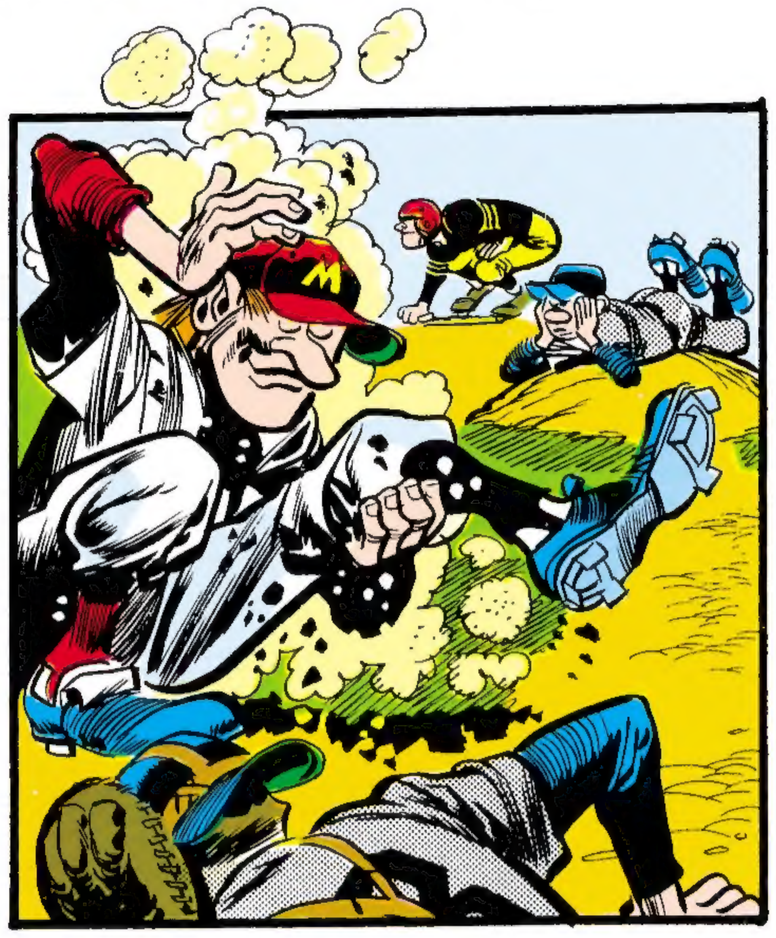


Ten thousand eyes were on him as he rubbed his hands with dirt.

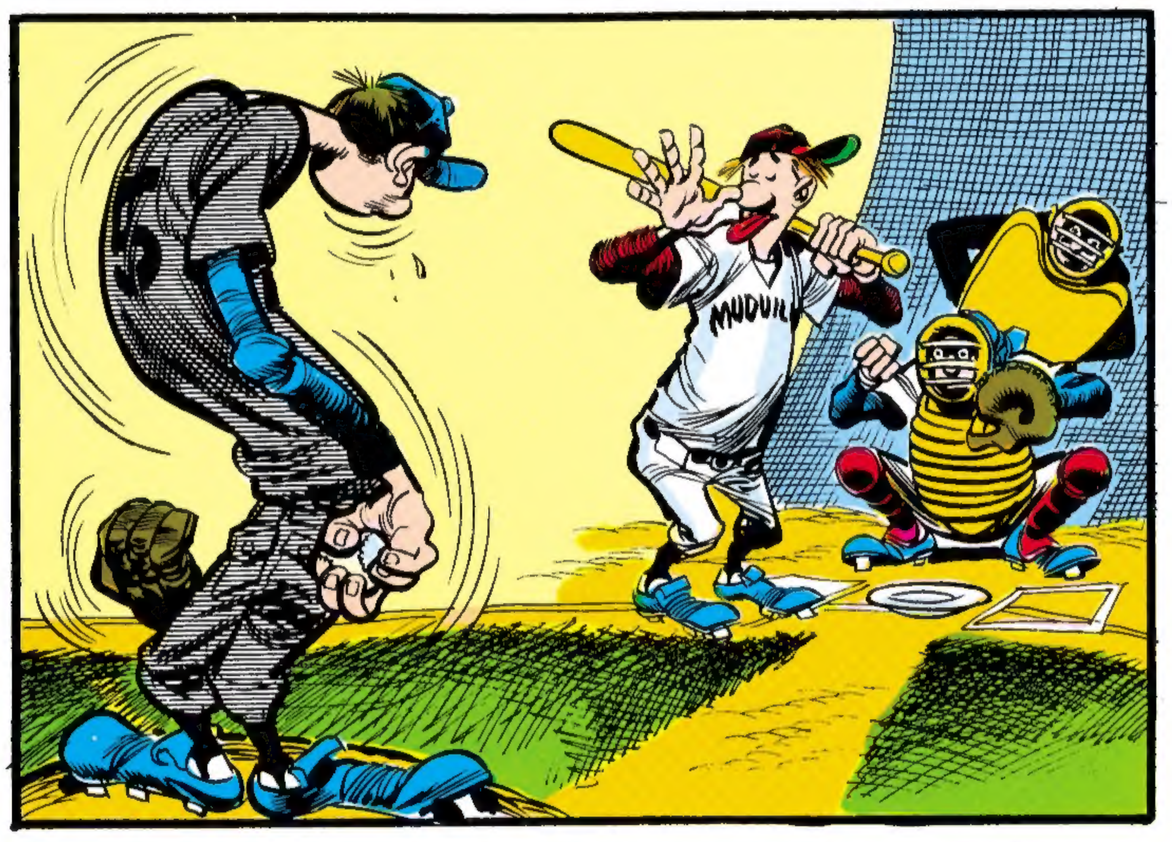


Five thousand tongues applauded when he wiped them on his shirt;

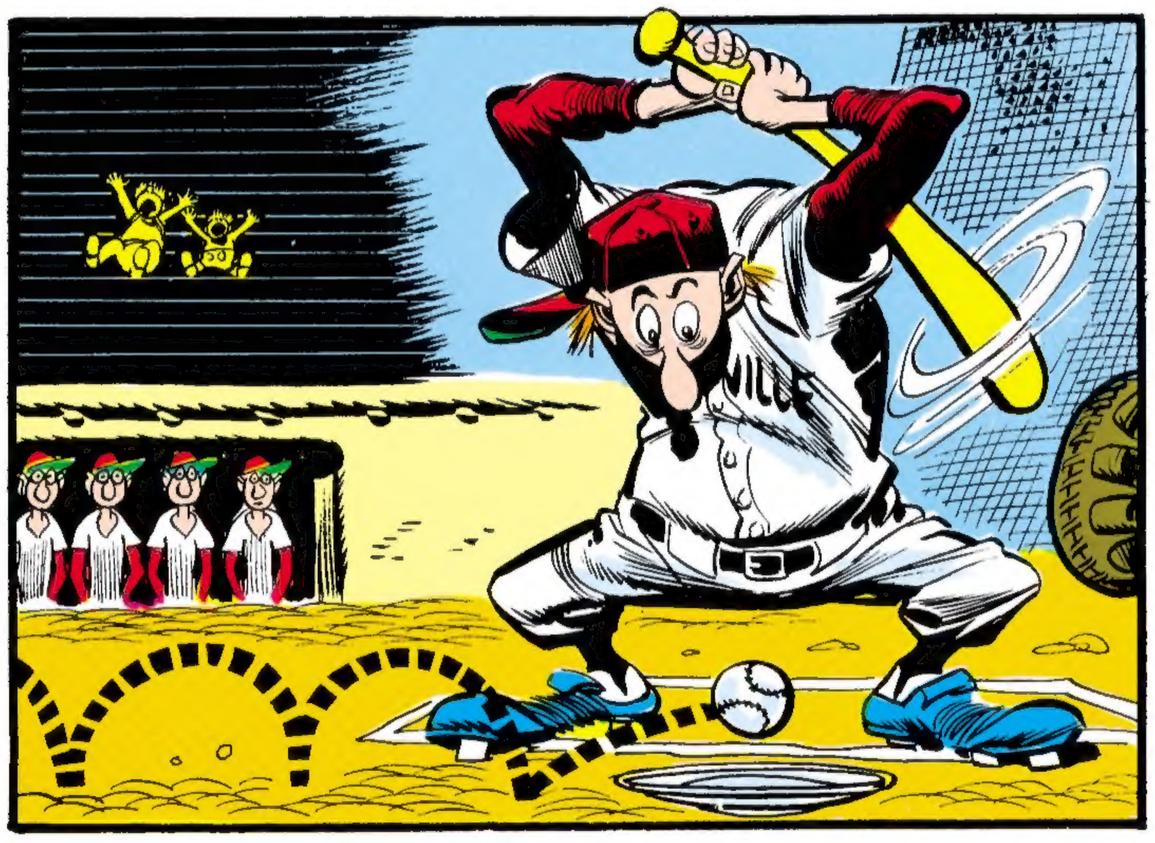




Then when the writhing pitcher ground the ball into his hip,
Defiance gleamed in Casey's eye, a sneer curled Casey's lip.

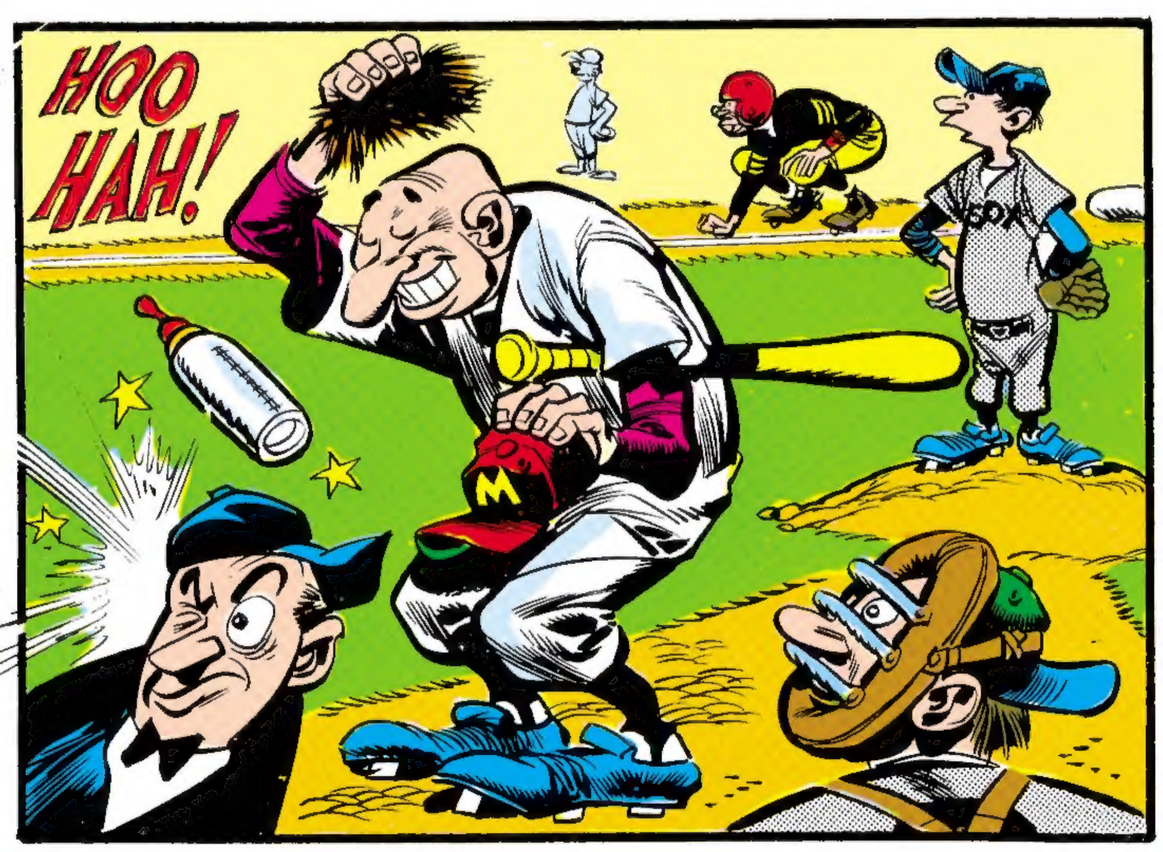


And now the leather-covered sphere came hurtling through the air,
And Casey stood a-watching it in haughty grandeur there.

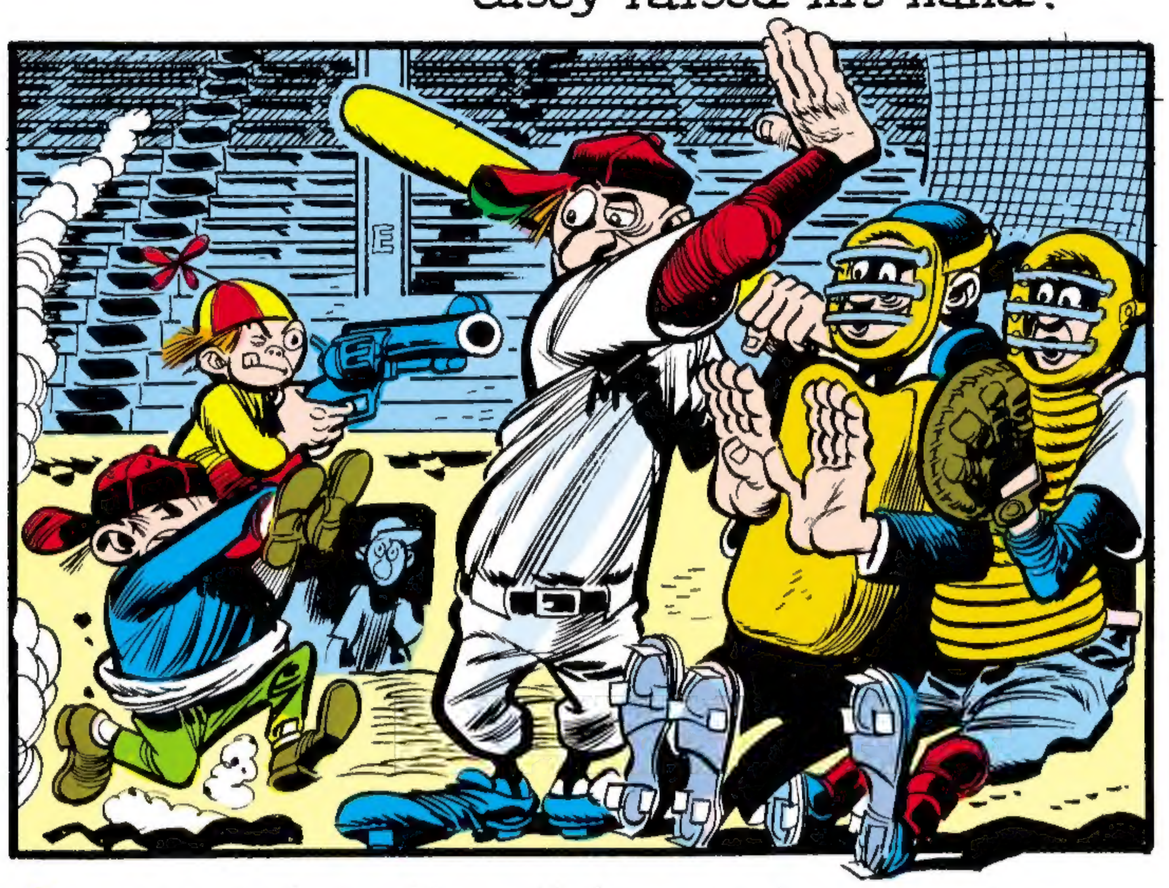


Close by the sturdy batsman the ball unheeded sped,
"That ain't my style," said Casey. "Strike one," the umpire said.

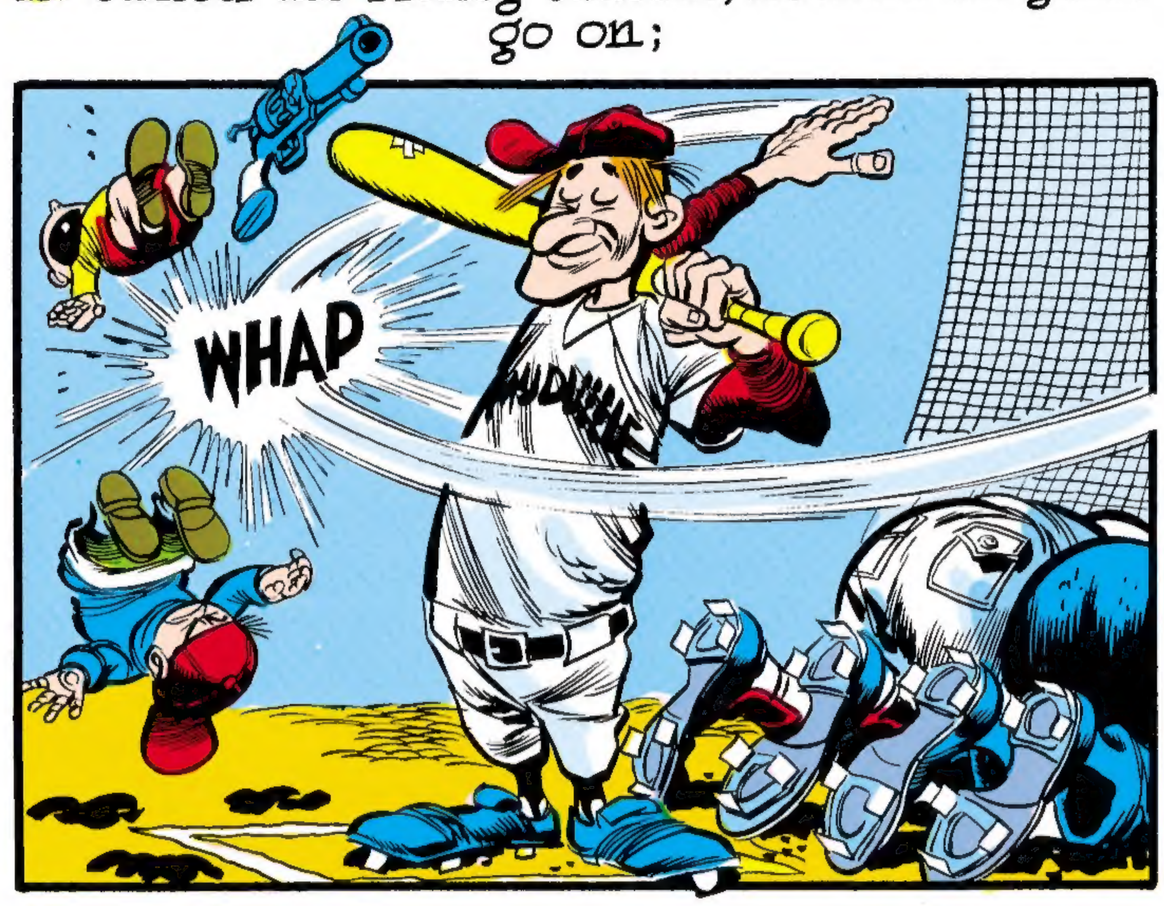
From the benches, black with people, there went up a muffled roar,
Like the beating of the storm waves on the stern and distant shore.



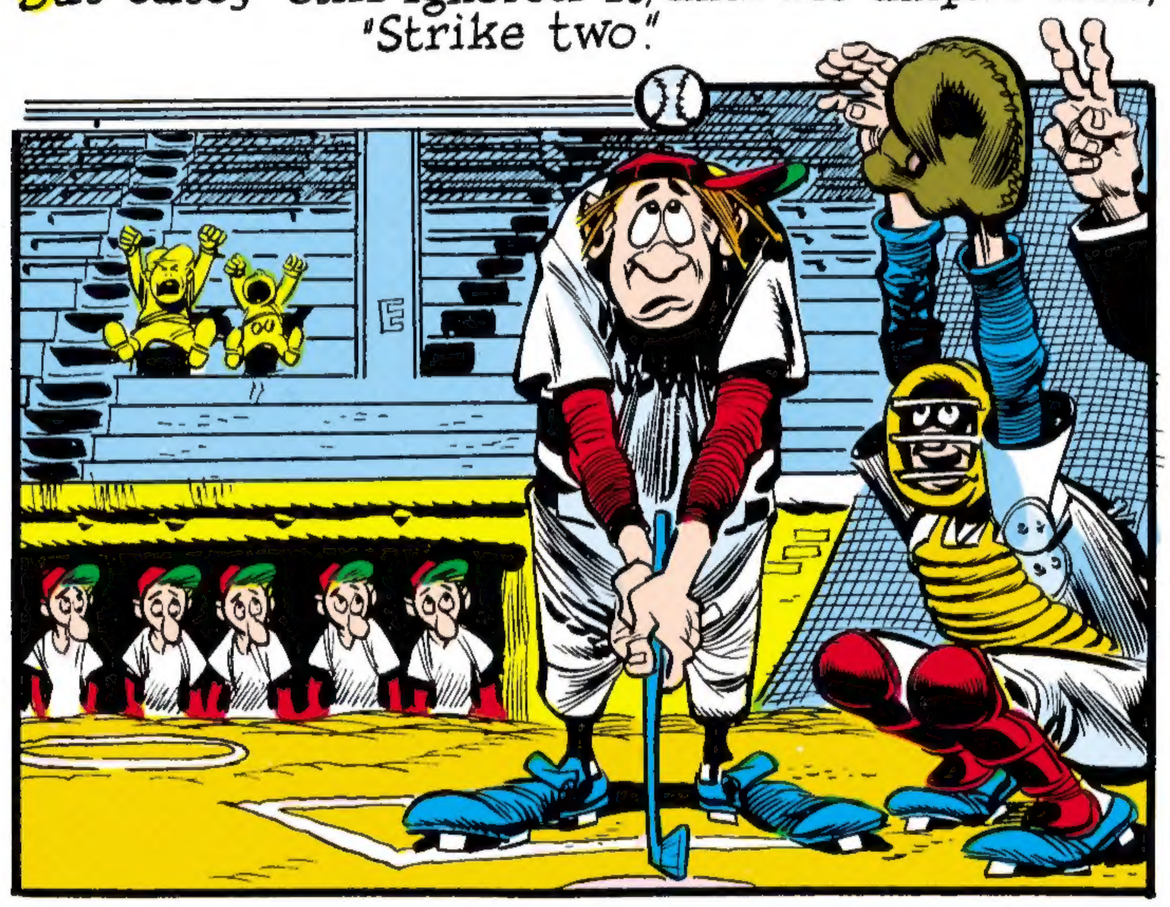
"Kill him! Kill the umpire!" someone shouted in the stand;
And it's likely they'd have killed him had not Casey raised his hand.



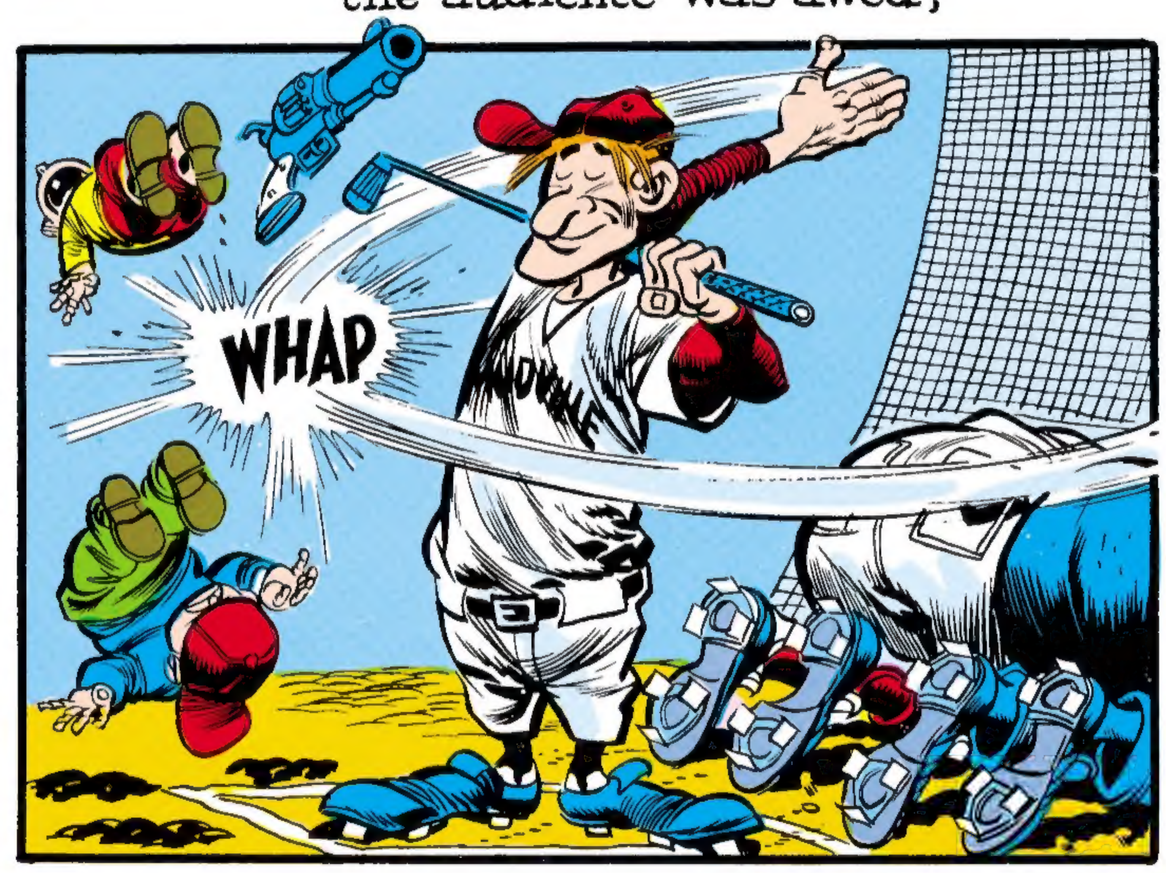
With a smile of Christian charity great Casey's visage shone;
He stilled the rising tumult, he made the game go on;



He signaled to the pitcher, and once more the spheroid flew;
But Casey still ignored it, and the umpire said, "Strike two."

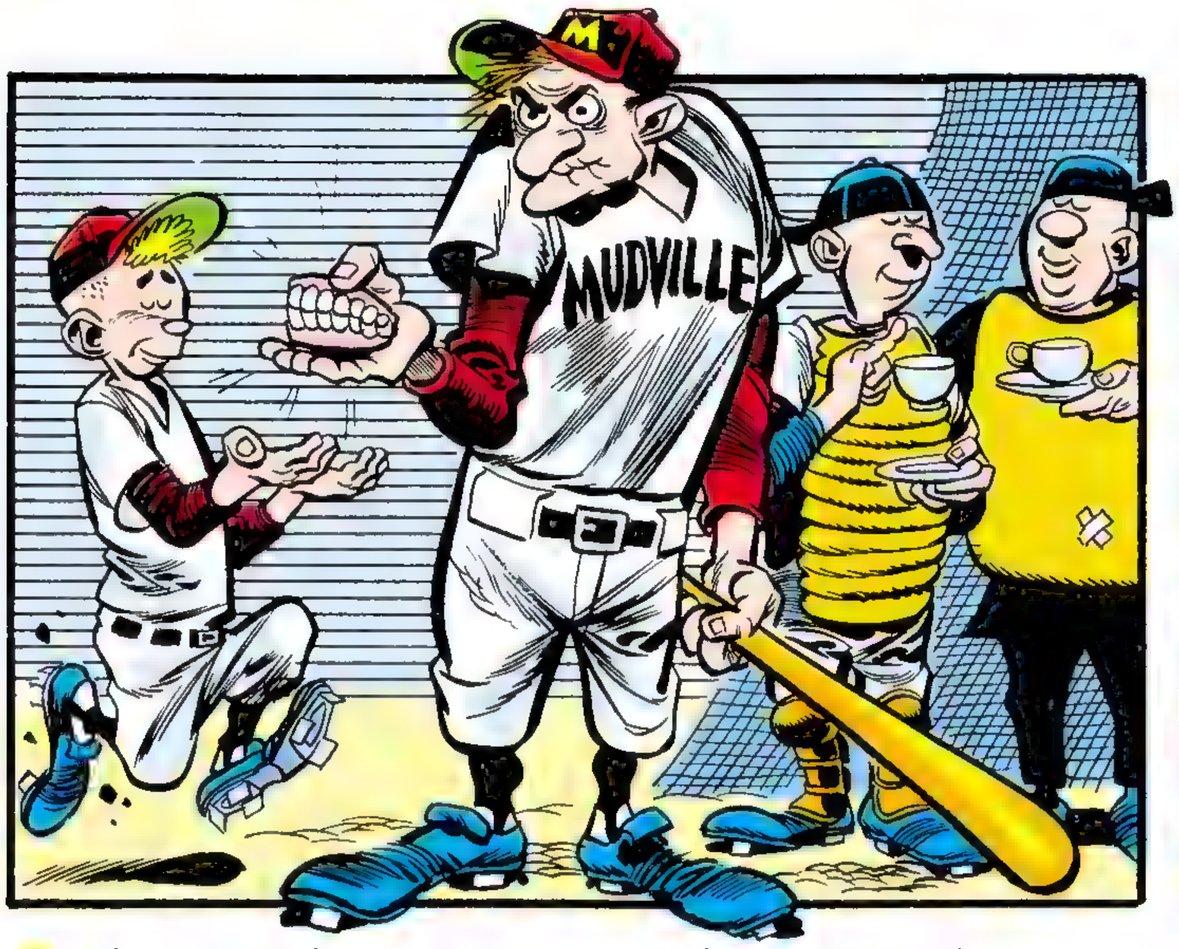


"Fraud!" cried the maddened thousands, and the echo answered "Fraud!"
But one scornful look from Casey and the audience was awed;



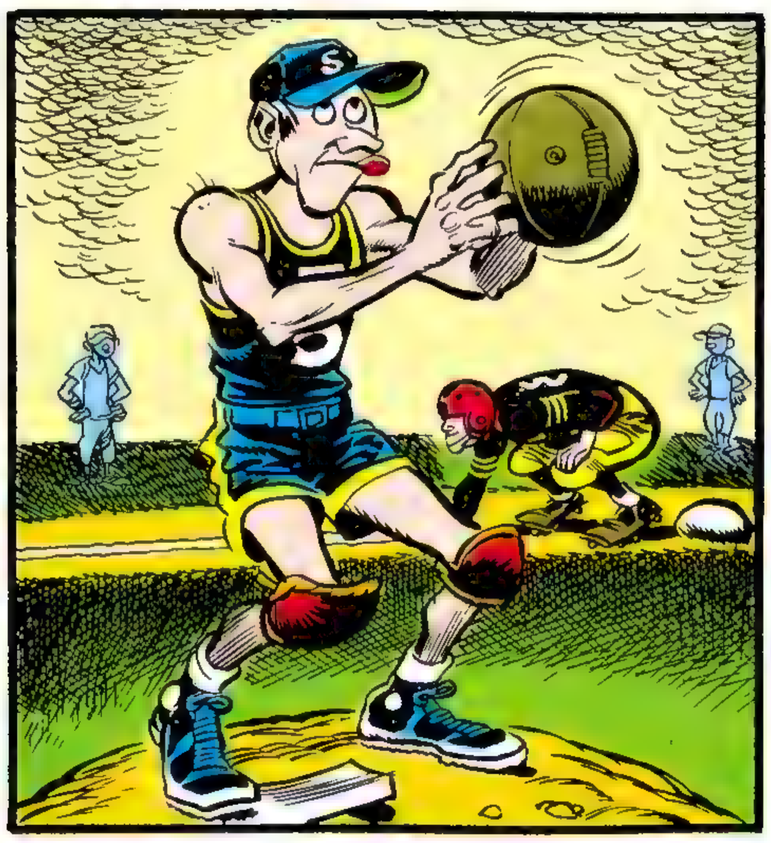
They saw his face grow stern and cold, they saw his muscles strain,
And they knew, that Casey wouldn't let the ball go by again.

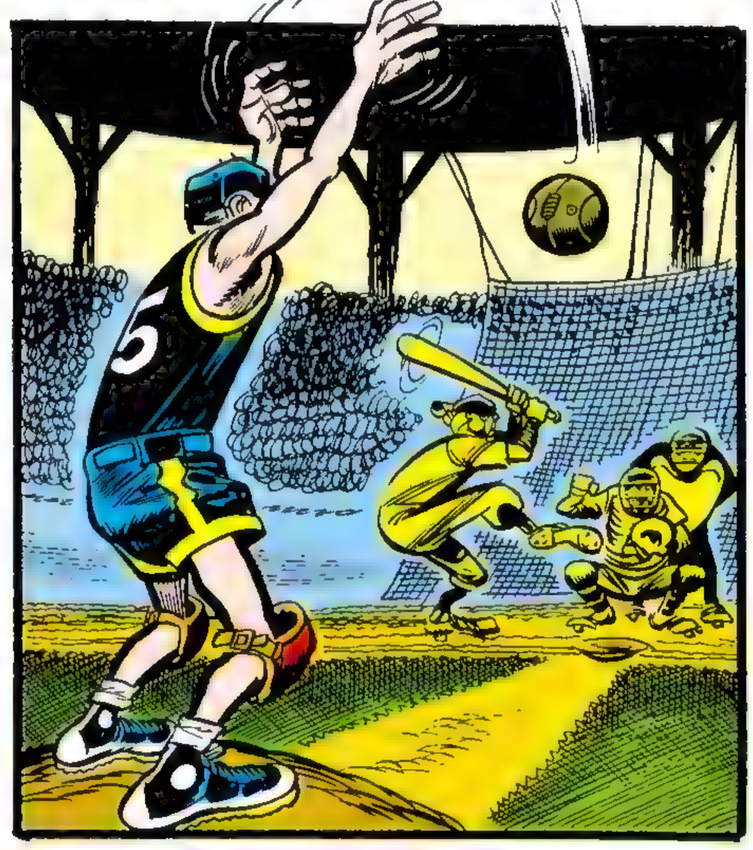
The sneer is gone from Casey's lips,
his teeth are clenched in hate,



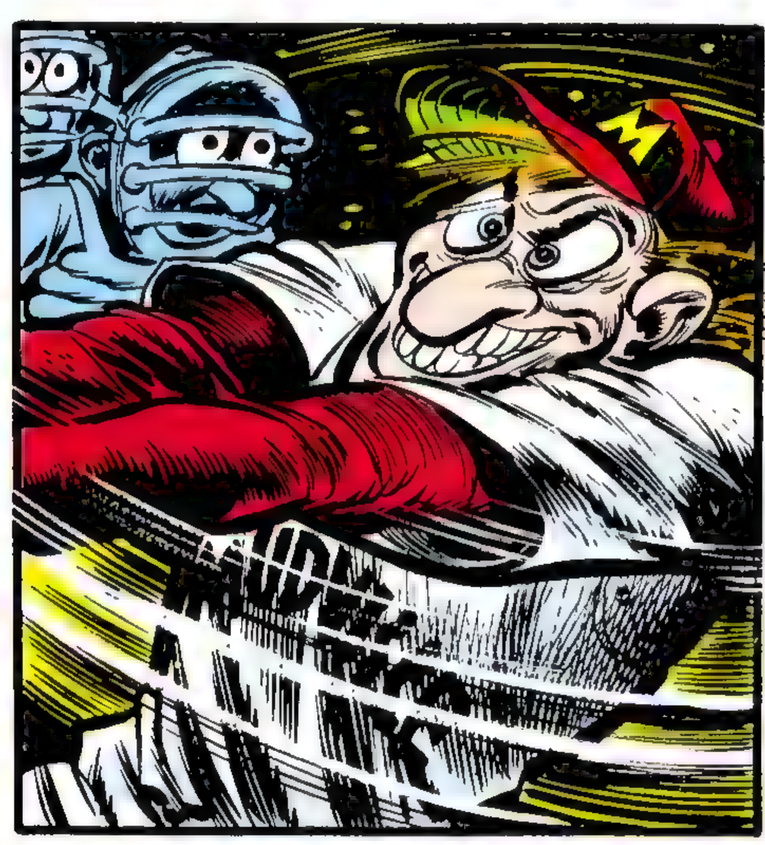
He pounds with cruel vengeance
his bat upon the plate;

And now the pitcher holds the ball,
And now he lets it go,

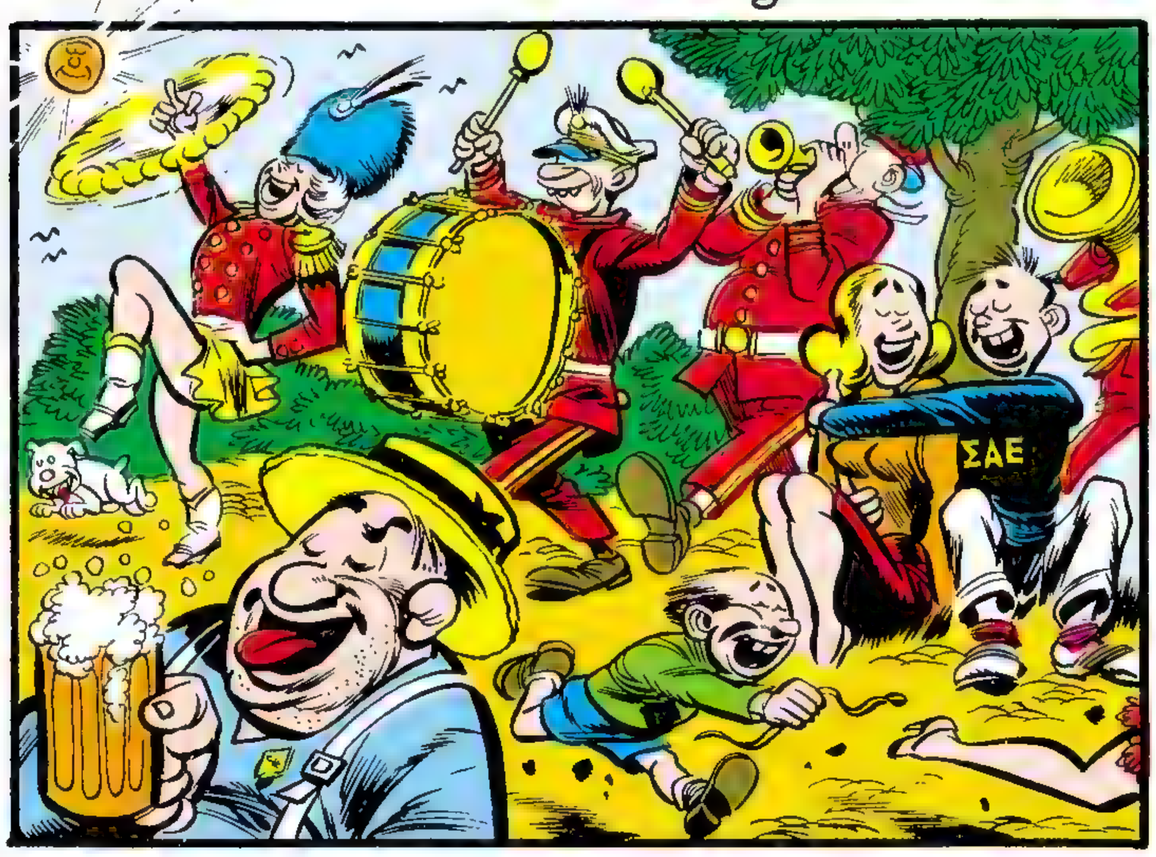




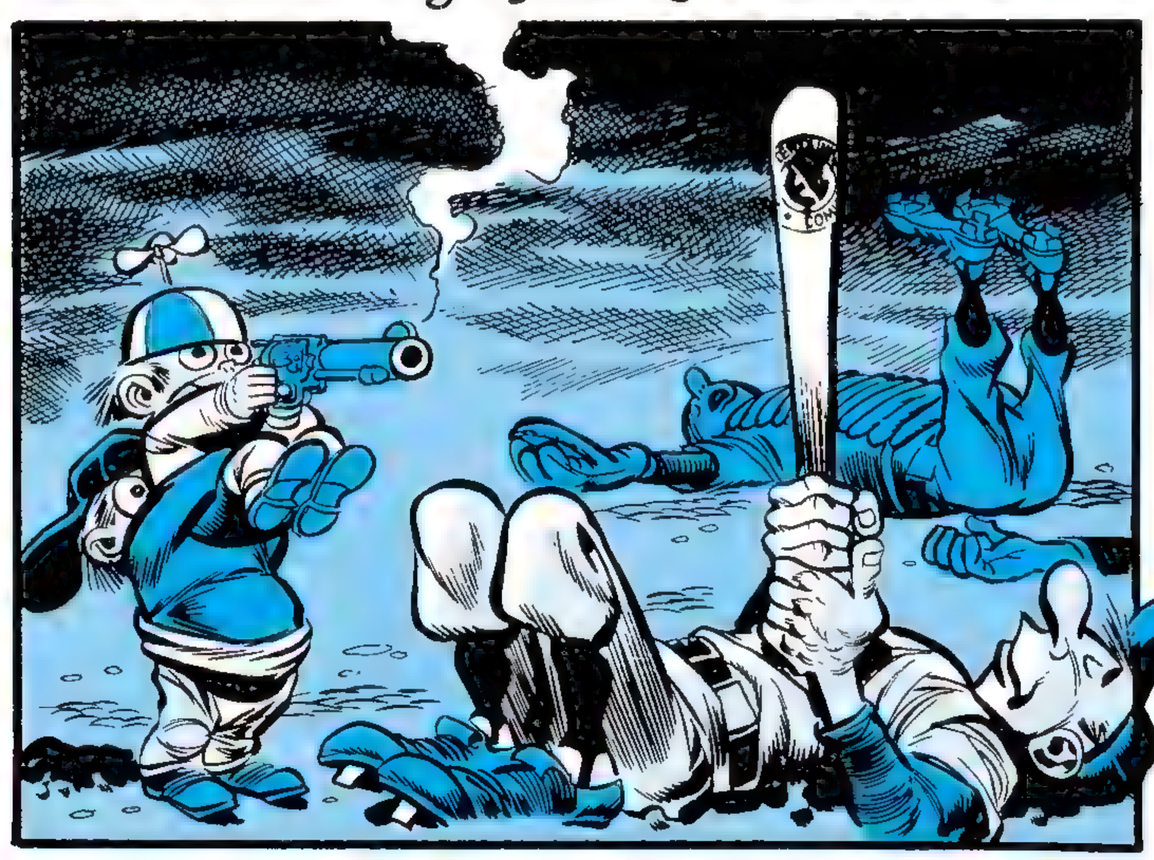
And now the air is shattered by
the force of Casey's blow.

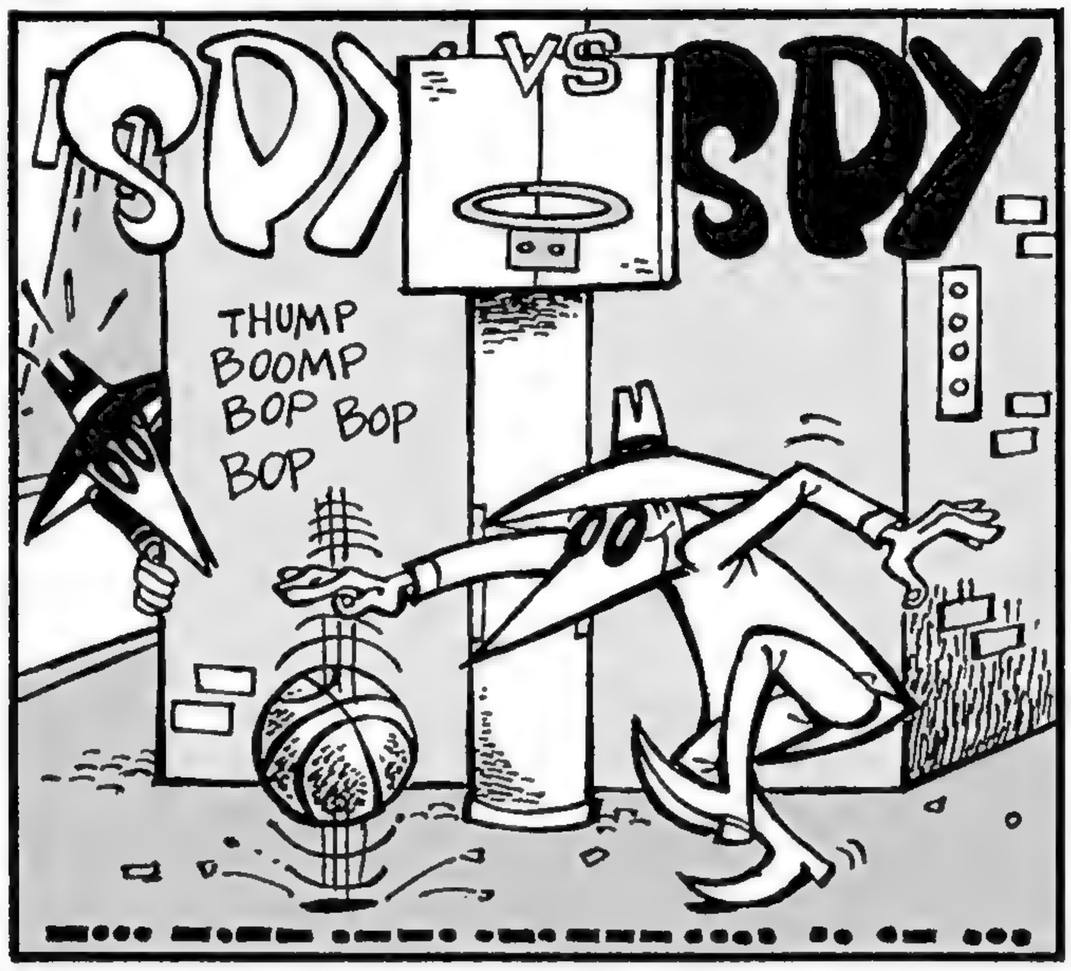


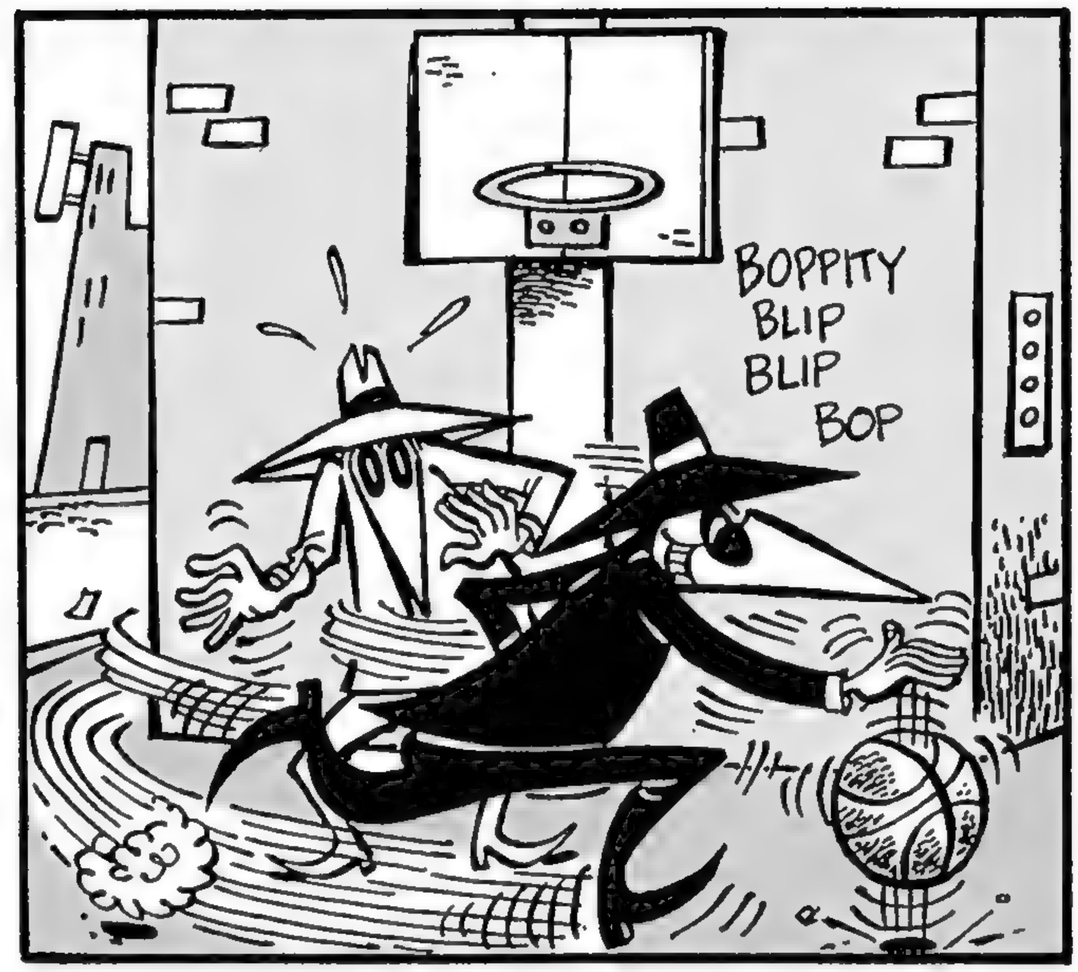
Oh, somewhere in this favored land the sun
is shining bright,
The band is playing somewhere, and somewhere
hearts are light;

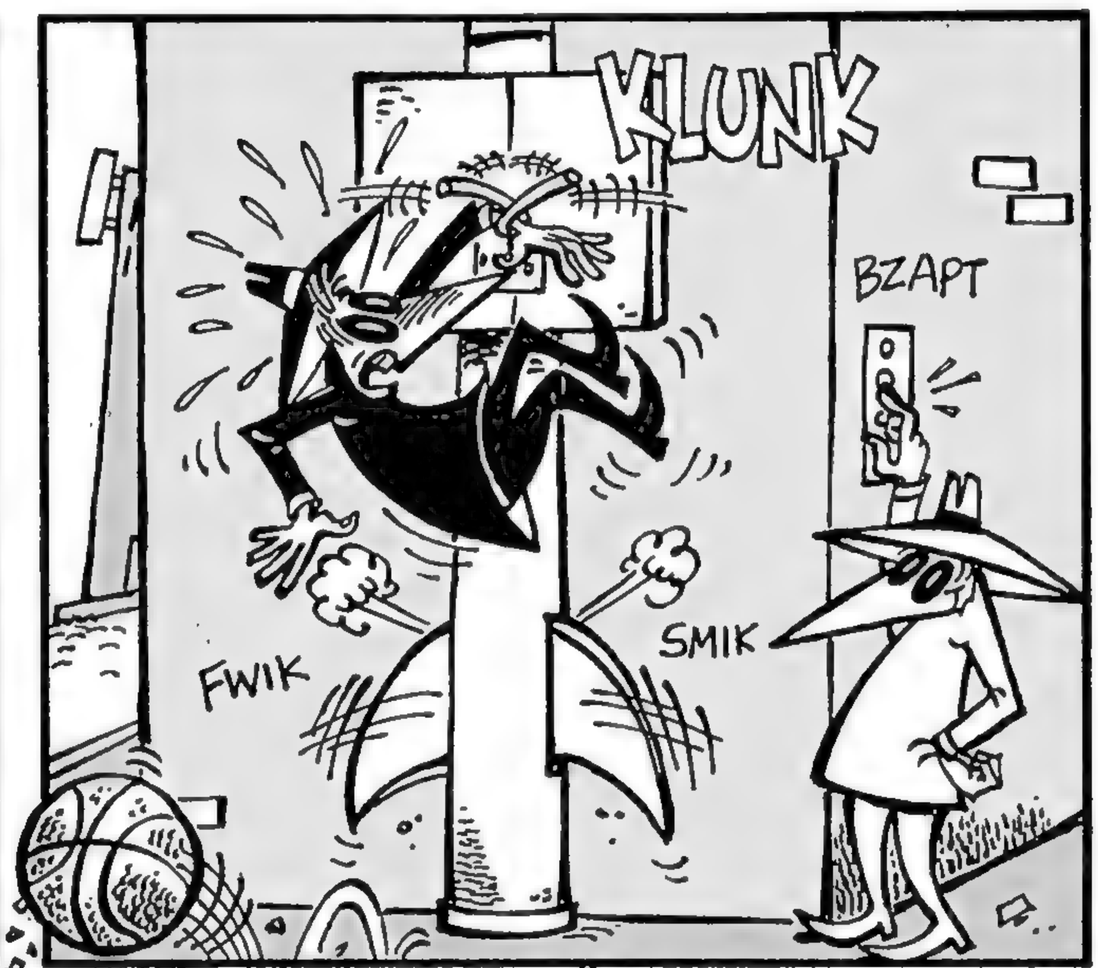


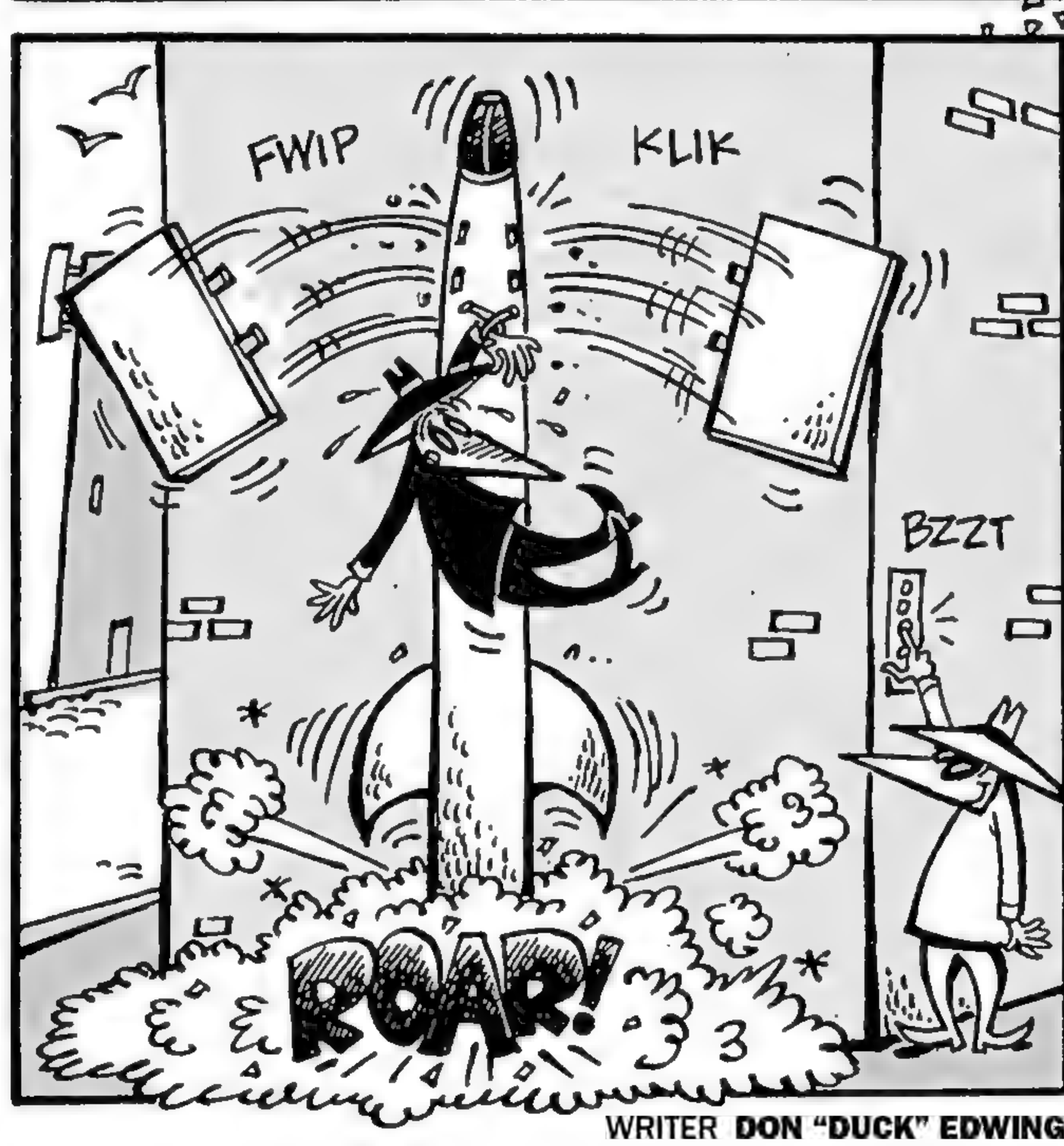
And somewhere men are laughing, and somewhere
children shout,
But there is no joy in Mudville —
mighty Casey has struck out!

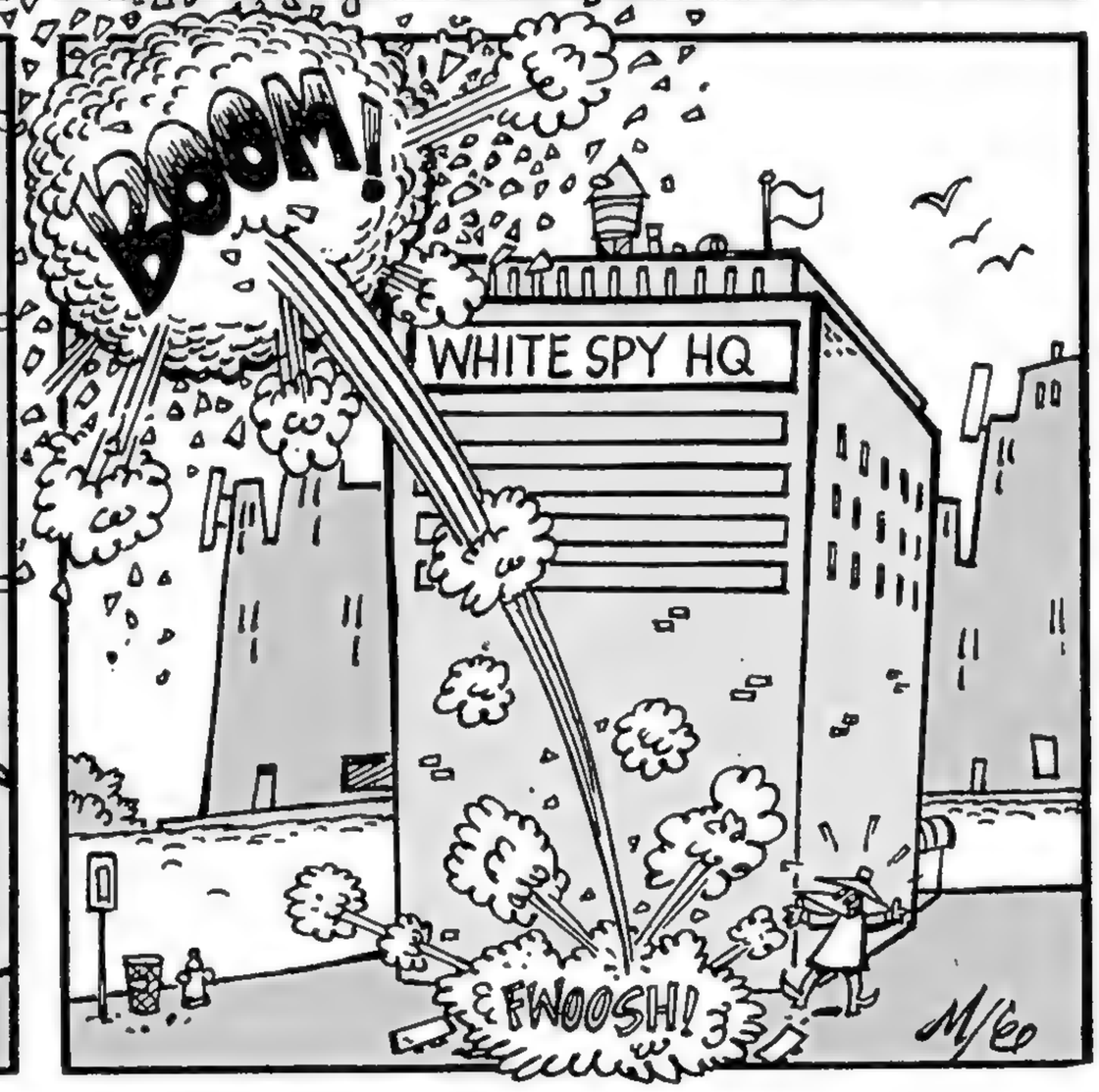












ORIGINALLY PUBLISHED IN MAD #320, JUL 1993

WRITER **DON "DUCK" EDWING** ARTIST **DAVE MANEK**

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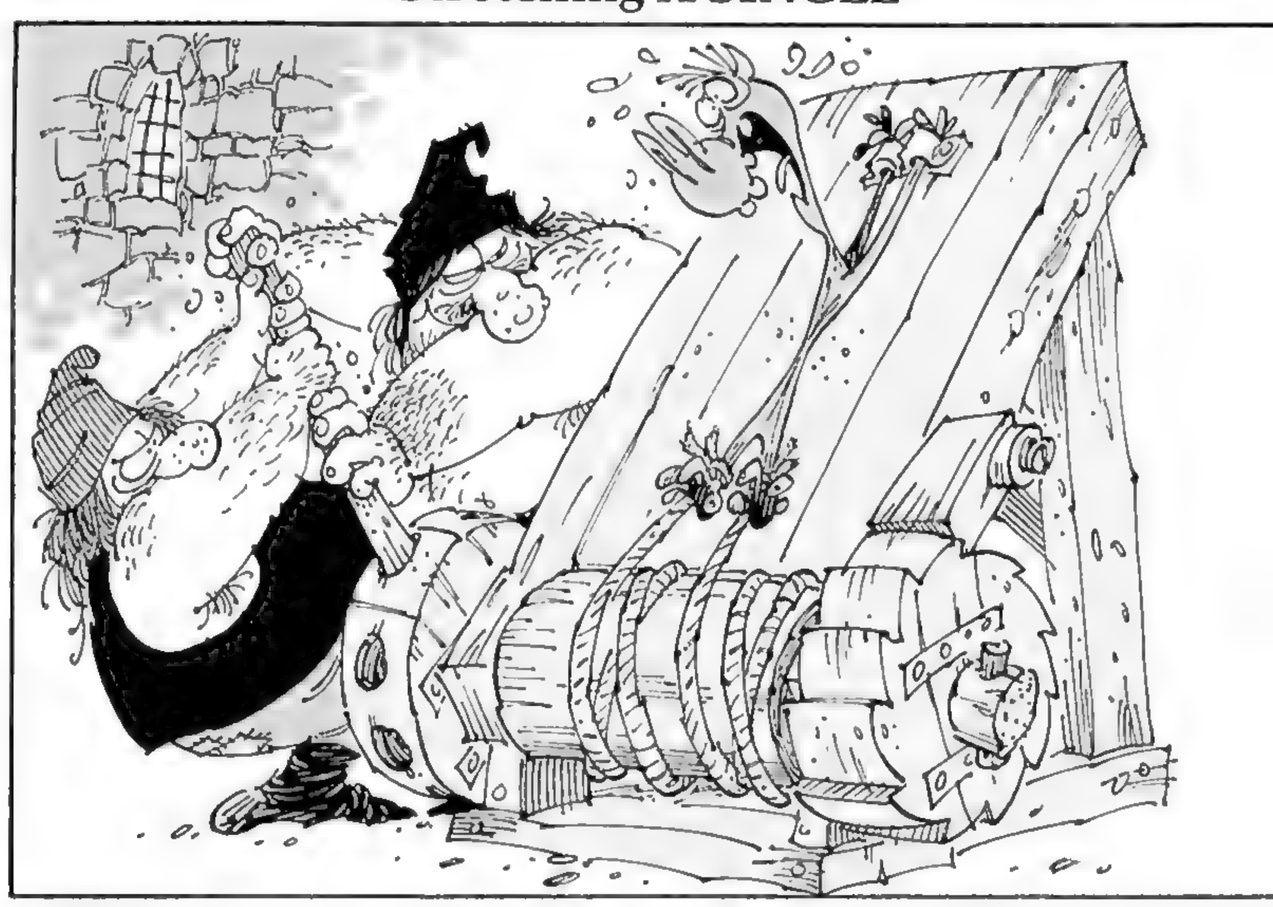
Hey, gang! Here's a twist on MAD's nutty "Cliché Monster" game! Namely, take any familiar "Sports" phrase or "Sports expression, give it an eerie, gothic setting so you create a disgusting new horror creature, and you're playing at

HORRIFYING SPORTS CLICHÉS

WRITER **FRANK JACOBS** ARTIST **PAUL COKER**

Advancing On A WILD PITCH

Stretching A SINGLE

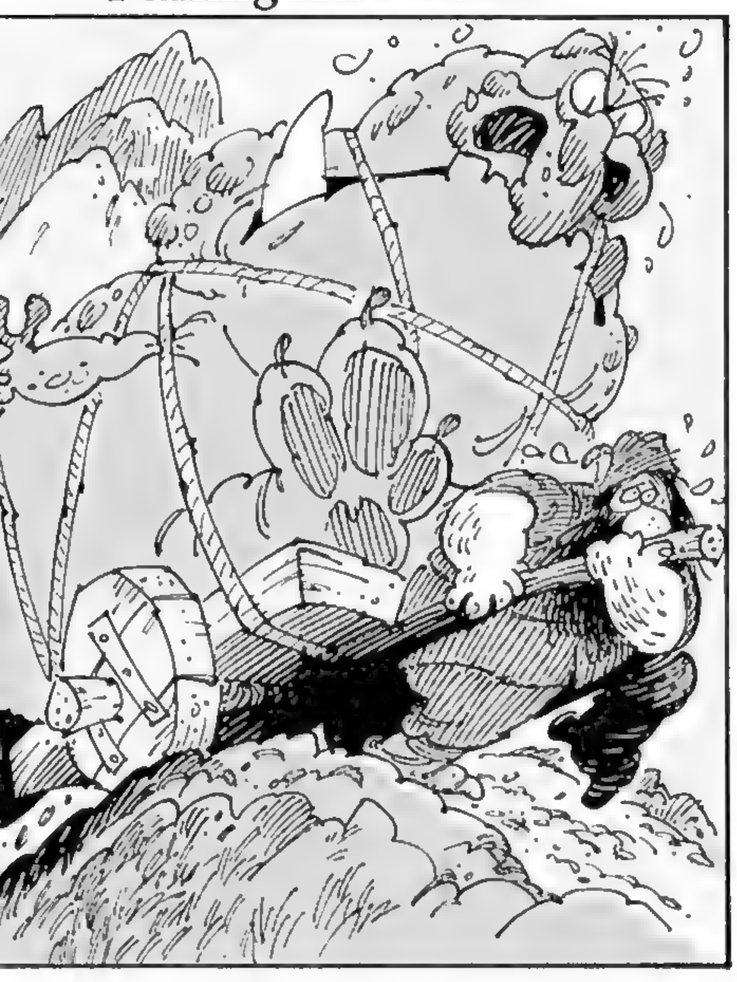


Sinking A PUTT

Sitting On A LEAD

Returning A SERVE

Pulling An UPSET



Dragging A BUNT

Missing A TACKLE

Putting Away A SHORT LOB

Nailing A TIGHT END

Icing A PUCK

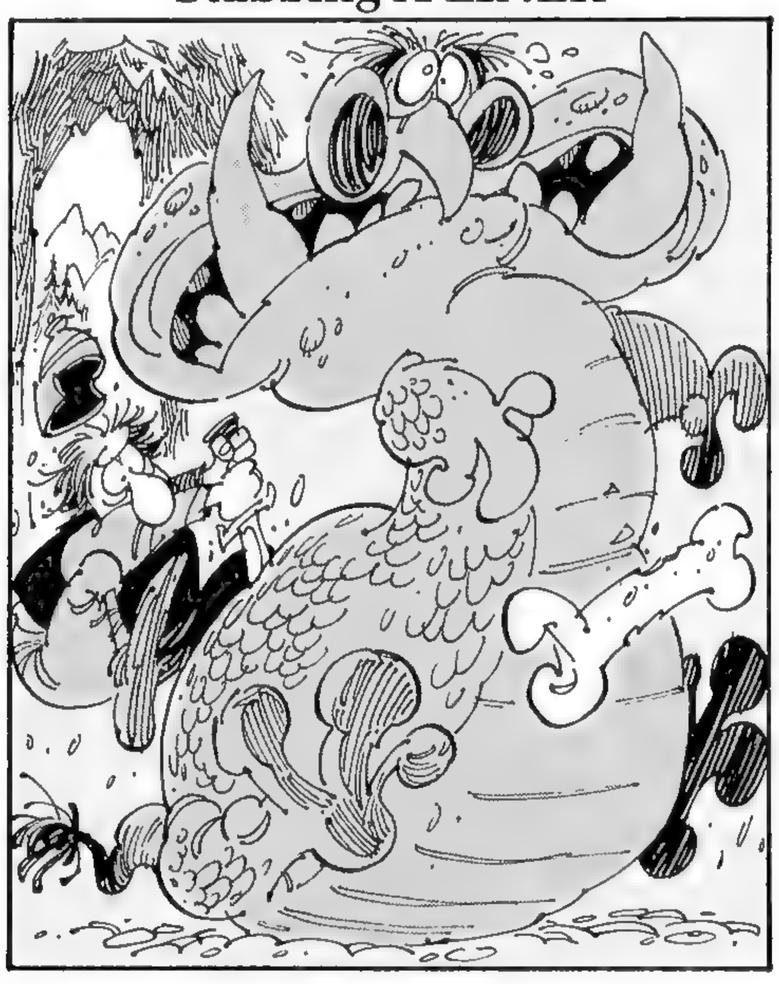
Stealing a BASE

Committing An ERROR

Covering A WIDE RECEIVER

Getting Wind Of A TRADE

Stabbing A LINER

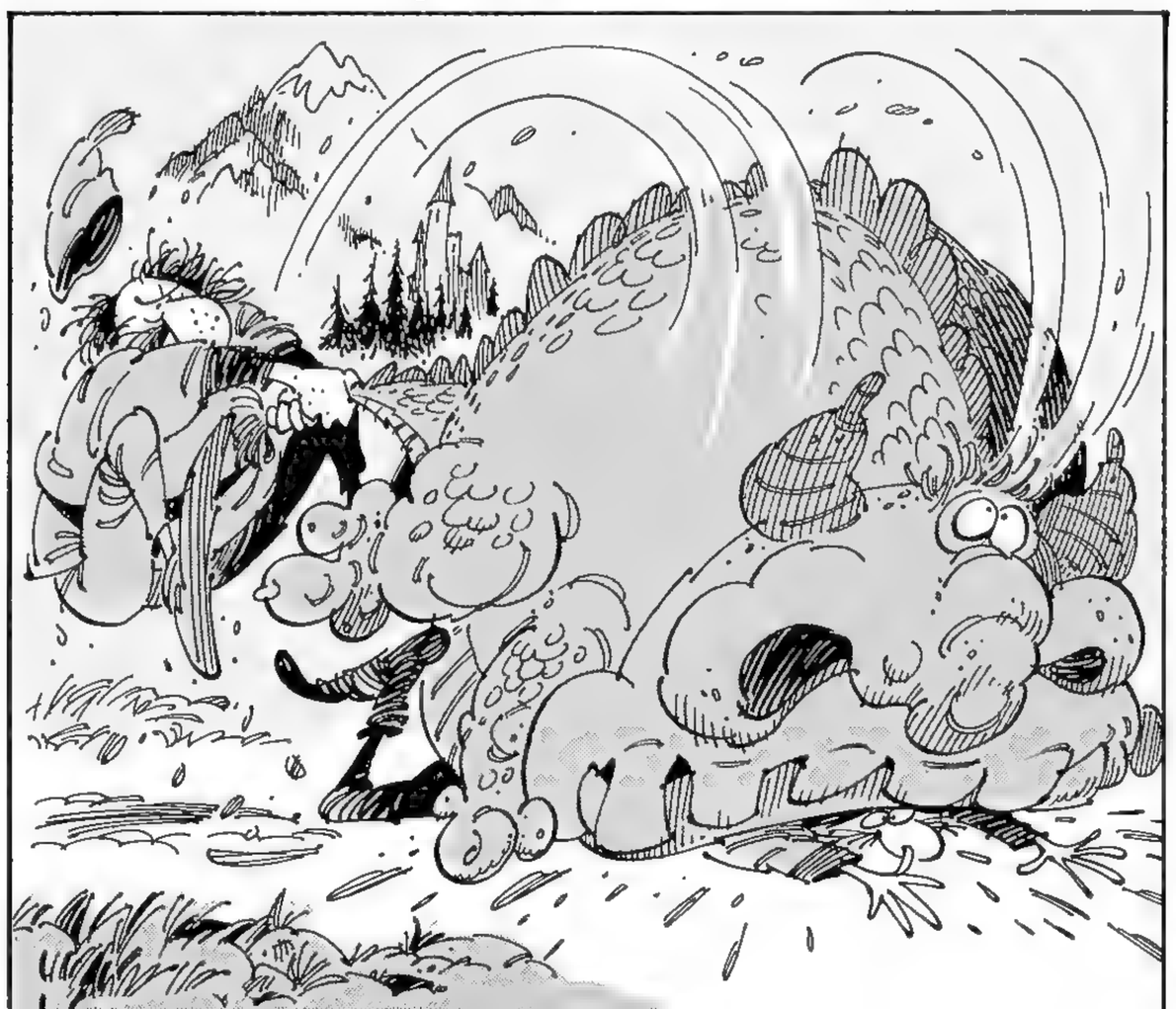


Drawing A FOUL

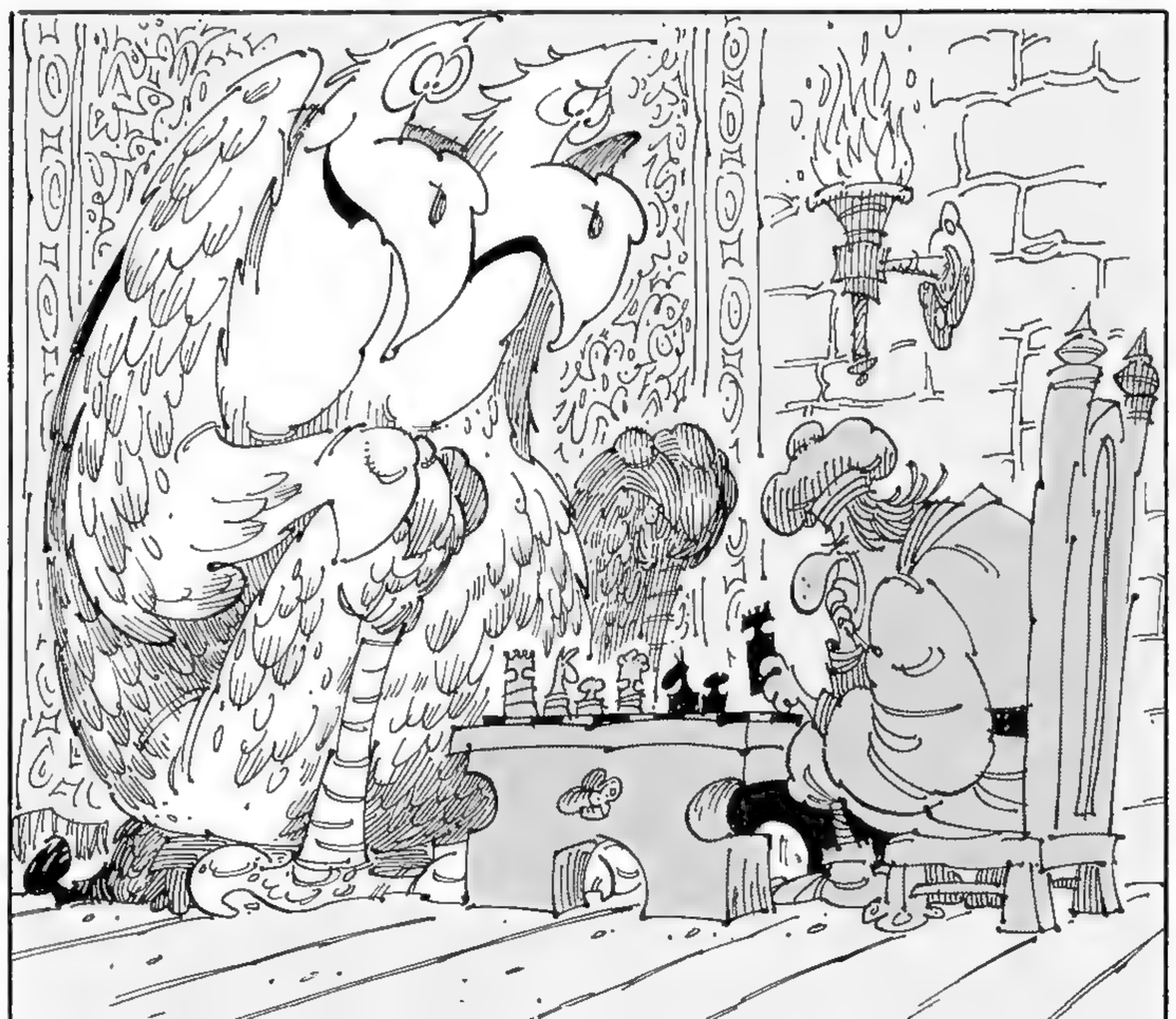
Slicing A DRIVE

ORIGINALLY PUBLISHED IN MAD #250, OCT 1984

Getting Hit With A PENALTY



Playing a DOUBLEHEADER



ONCE UPON A TIME...BEFORE THE POPULATION EXPLOSION...

. . . there were plenty of vacant sandlots available if you wanted to get a gang together and play a little baseball.

Today, buildings have filled the vacant lots and the only baseball you can enjoy is what's broadcast on television.

. . . there were numerous golf courses available to anyone who wanted to pursue that little white ball for 18 holes.

Today, the few golf courses that haven't been covered by housing developments are jammed beyond their capacities.

. . . bays and rivers were practically devoid of boaters.

Today, these bays and rivers are as crowded as highways.

. . . picturesque, traffic-free roads beckoned the cyclist.

Today, a cyclist takes his life in his hands on our roads.

THAT'S WHY SMART SPORTING EQUIPMENT MANUFACTURERS ARE SLOWLY BRINGING

OUTDOOR SPORTS INDOORS

WRITER & ARTIST
AL JAFFEE

For the sandlot baseball player, there are plastic bats and the "whiffle ball" for playing the game in the house.

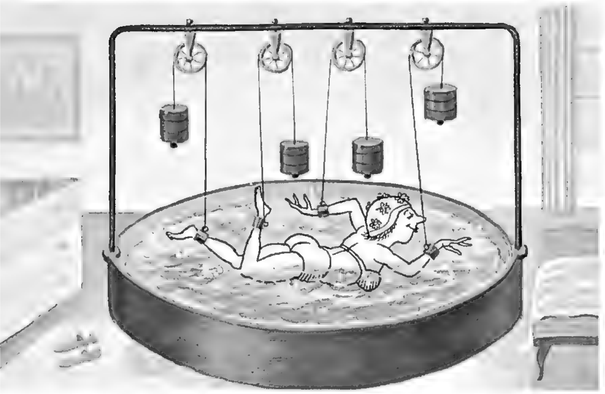
For the golfer, special clubs, balls, cups, etc. are now available for enjoying the game on the living room rug.

For the boating enthusiast, there are rowing machines for enjoying the exercise and thrills of this sport at home.

For the cyclist, the "Exercycle" eliminates the hazard of traffic jammed highways, and permits bike riding indoors.

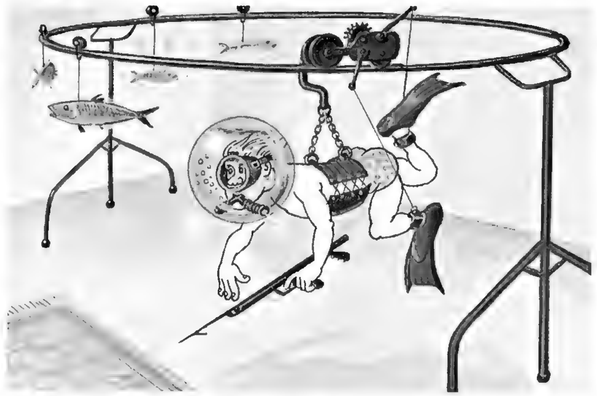
A MAD LOOK AT SOME FUTURE "OUTDOOR SPORTS—INDOORS"

SWIMMING



Suspended with counterweights over small, plastic-lined indoor pool, swimming enthusiast will be able to perform any stroke he feels like, except maybe perhaps sunstroke.

SKIN DIVING

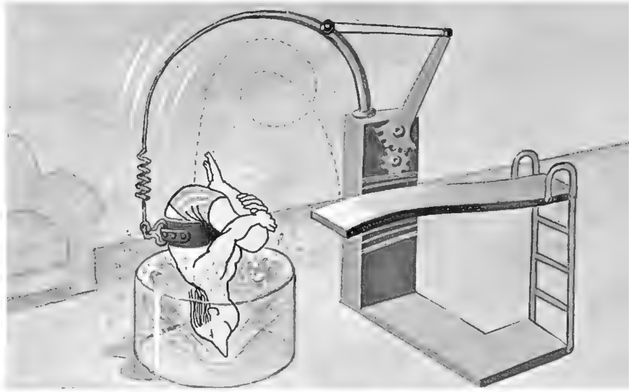


Skin Diving buff will wear water-filled plastic bubble to simulate underwater effect while drifting around room and spearing plastic fish . . . or real fish, for authenticity.

WATER SKIING

Water Skiing thrills are recreated by skis mounted upon wobbling base while machine yanks on tow rope and sprays salt water into the face of the eager skiing enthusiast.

FANCY DIVING

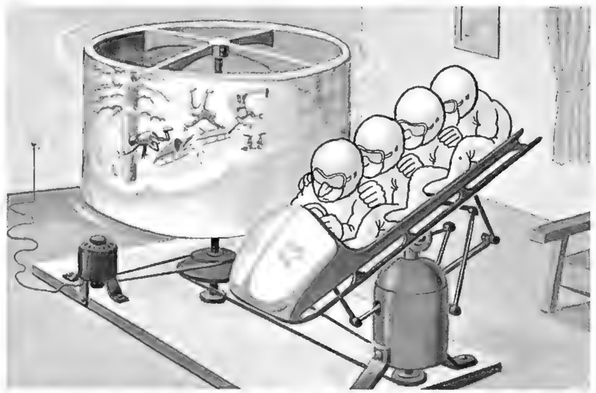


Diving fan can try any fancy dive he chooses, knowing the support will stop him in time and the automatic timer will pull him back onto board for another try before he drowns.

SKY DIVING

Sky Diver is held aloft in "free fall" by powerful jet of air. When buzzer sounds, he pulls rip-cord of tiny chute and gently lands as the air jet slowly turns itself off.

TOBOGGANING



Scenery rushes blindly by as toboggan tilts and turns on its axis. Realism is added when team makes a wrong turn—and is violently ejected from sled by special mechanism.

DEEP SEA FISHING

Fisherman gets almost exactly the same thrill as the real thing as he sits in fighting chair and machine works line following pre-set instructions as to what type fish is on.

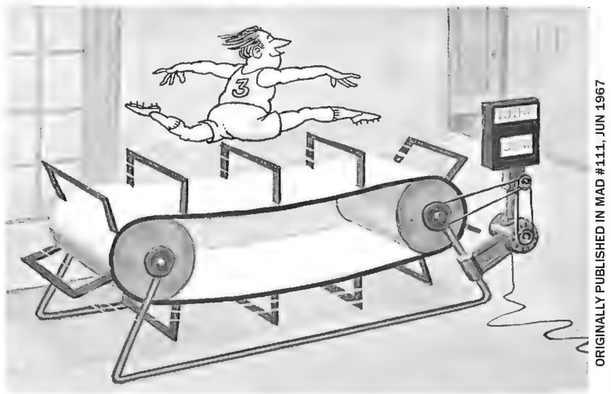
HORSEBACK RIDING

Mechanical horse can be set to perform any action of real horse, including walk, trot, canter, gallop and buck. All this — without certain unpleasant aspects of real horses!

POLE VAULTING

Special pole with enclosed tension spring eliminates need for 20-foot headroom. "Jump-Meter" registers pressure on spring and reports equivalent height to an "outdoor jump."

HURDLE RACING



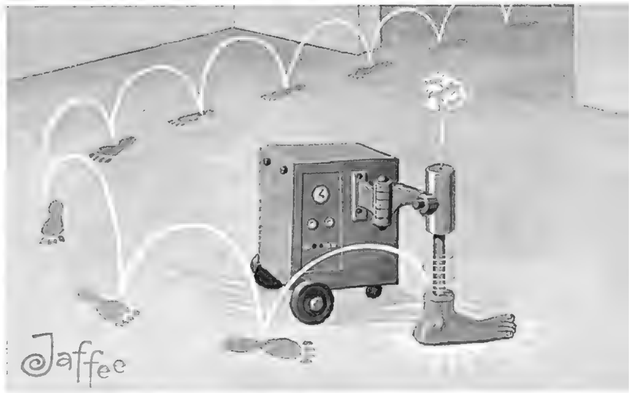
Hurdles rush at racer on endless treadmill. The faster he runs, the faster the belt moves. Special control, set for length of race, automatically stops belt and reports time.

ORIGINALLY PUBLISHED IN MAD #111, JUN 1967

BROAD-JUMPING

As broad-jumper leaps, special restraining spring keeps him from going too far. This gadget also has "Jump-Meter" that registers how far he would have jumped out-of-doors.

ATHLETE'S FOOT



For those who want to add vital realism and atmosphere to Outdoor Sports — Indoors, here's a fungus-covered plastic foot that walks around exercise area just like real ones.

GETTING YOUR FOULS IN AN UPROAR DEPT.

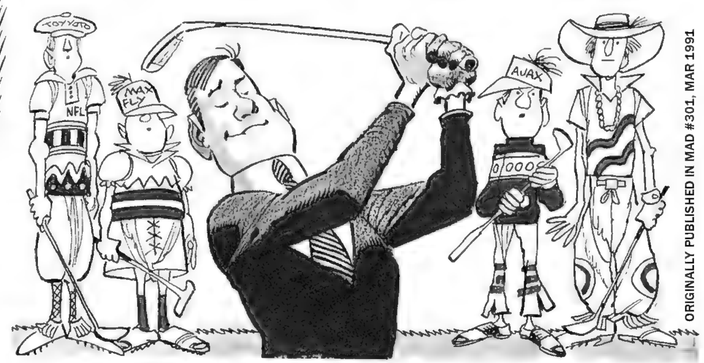
LITTLE-KNOWN (AND RARELY CALLED) SPORTS INFRACTIONS

Look through the official rule book for any major sport and you'll find more penalties than you ever hear about as a casual fan! To supplement your sports knowledge (dare we say, to give you athletic support??), we've compiled this modest collection of...

WRITER **MIKE SNIDER** ARTIST **JACK DAVIS**

"Resumption of Play before the Network Returns from a Commercial"

"Failure to 'Grandstand' by Player with a Million-Dollar Sneaker Endorsement Deal"

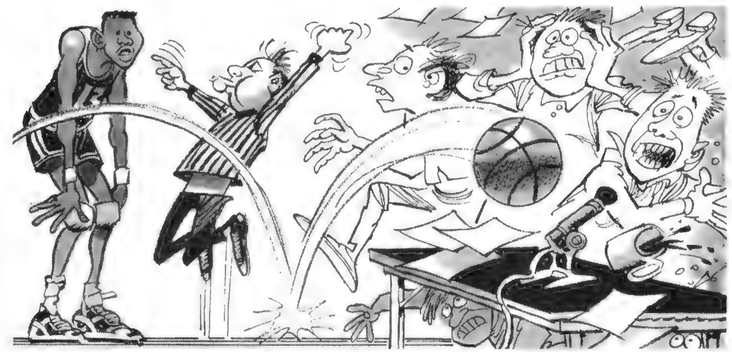


ORIGINALLY PUBLISHED IN MAD #301, MAR 1991

"Unseemly Display of Good Taste in Clothing Worn by Professional Golfer"

"Break-up of Bench-Clearing Brawl before Enough Highlight Film Has Been Shot for *News at 11*"

"Incomplete Sponsor-Decal Coverage on Car in a Nationally Televised Race"



"Failure to Dive into Press Table for Ball During a College Game with Pro Scouts in Attendance"

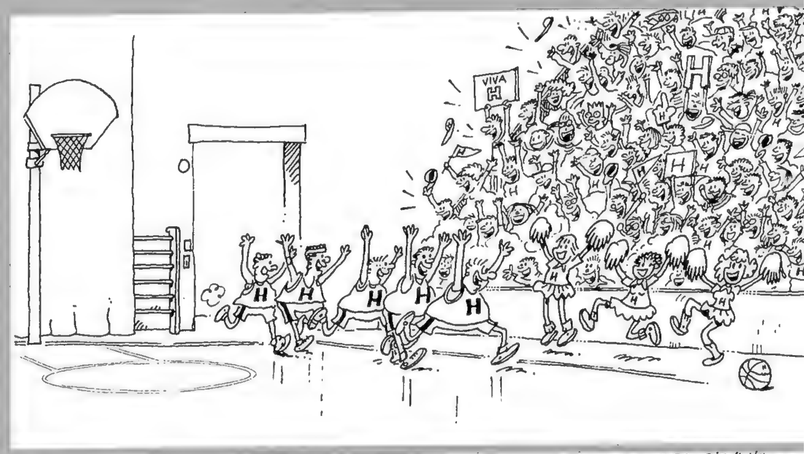
"Failure by a Team with One Hit to Accuse Opposing Pitcher of Doctoring the Ball"

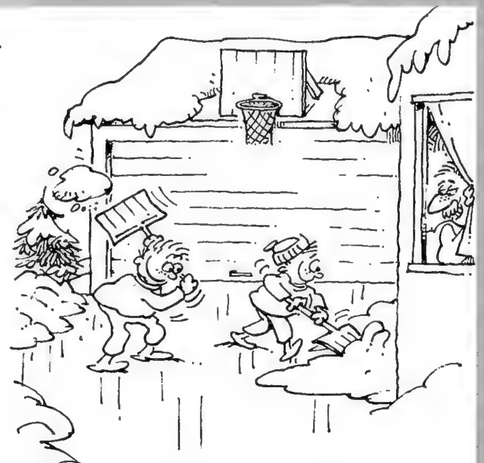
"Failure to Throw a Tantrum after Flagrant Pass Interference Call"

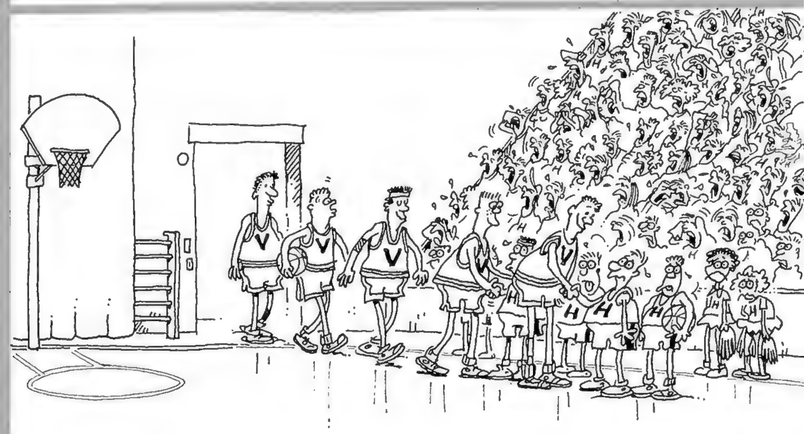
SERGE-IN-GENERAL DEPT.

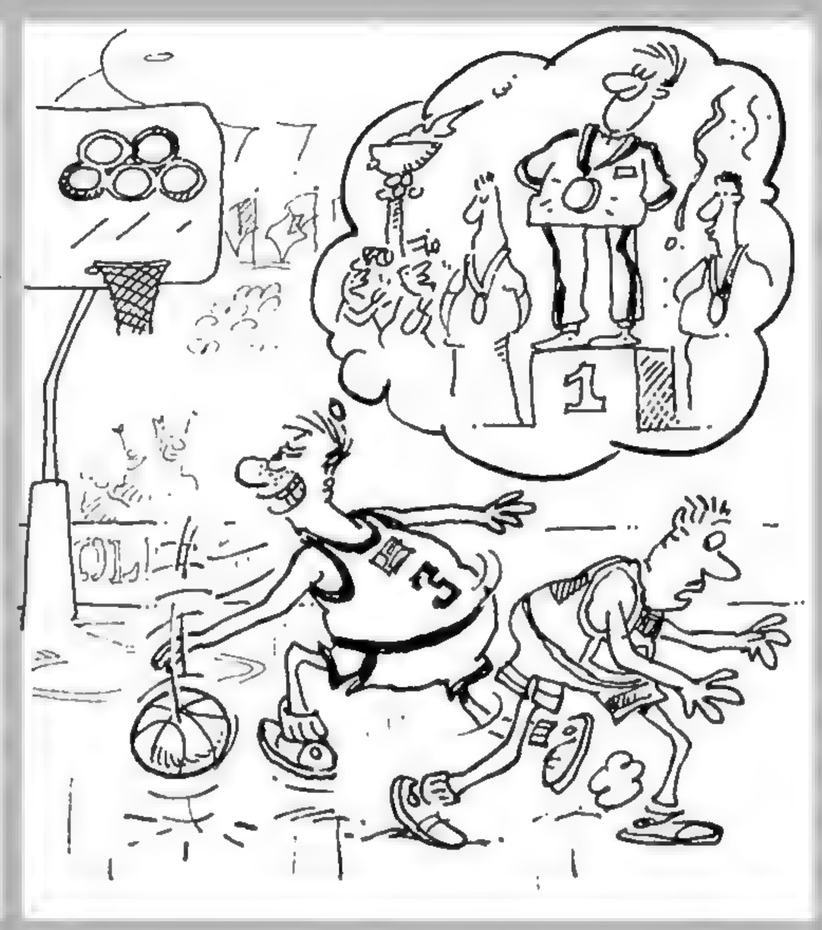
A MAD LOOK AT BASKETBALL

WRITER & ARTIST **SERGIO ARAGONÉS**







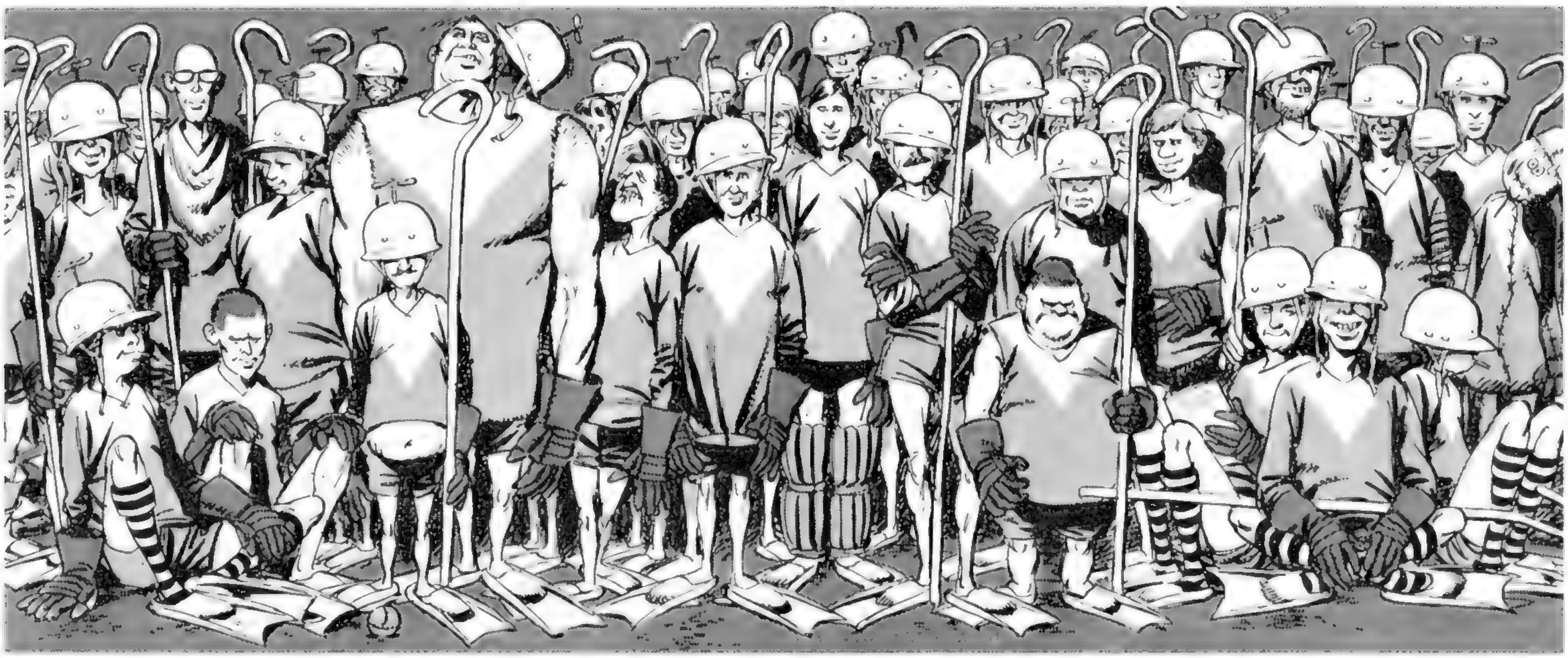


ORIGINALLY PUBLISHED IN MAD #325, FEB 1994

For years, the nation's educators have been howling about the evils inherent in such big time college sports as football and basketball. They contend that there's too much professionalism, that not enough boys have a chance to participate, etc. But no one really lifted a finger to correct the situation until MAD's Athletic Council went to work—and he's come up with a brand new sport that promises to provide good, clean amateur fun for all. Here, then, are the rules for this great new national pastime of the future. Digest them carefully and be the last person in your neighborhood to play . . . as . . .

MAD MAGAZINE introduces 43-MAN SQUAMISH

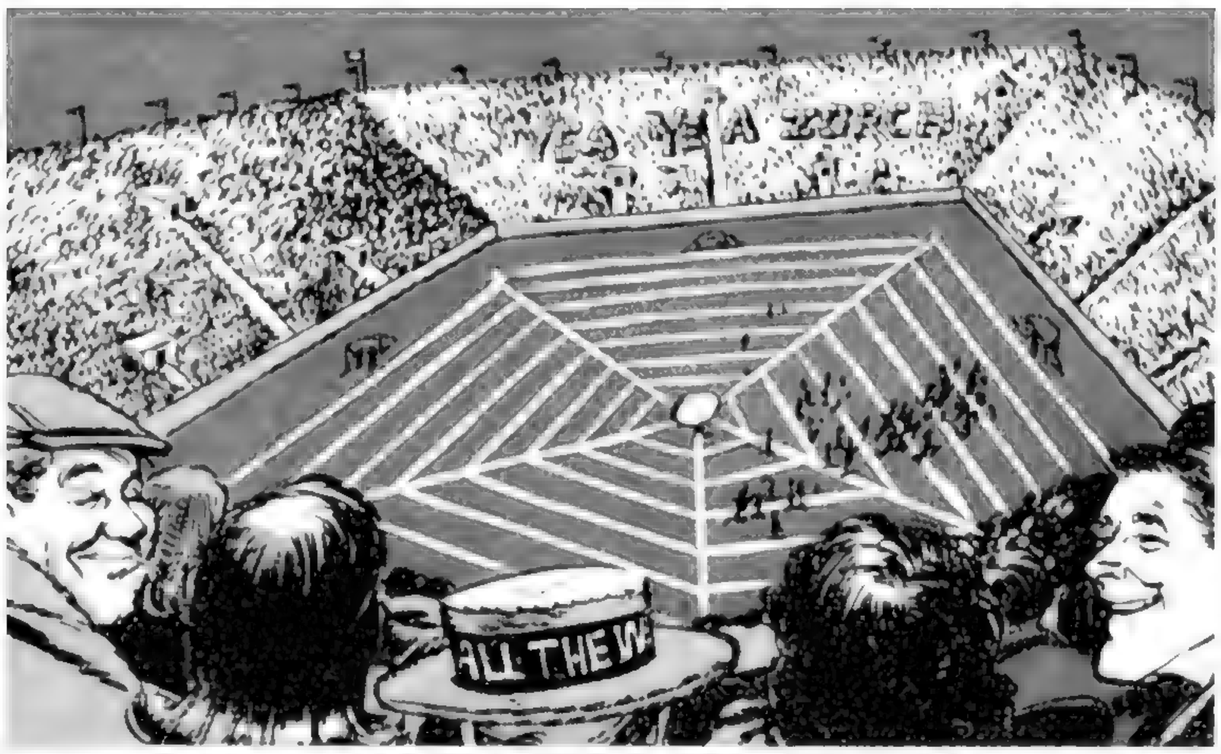
WRITER **TOM KOCH** ARTIST **GEORGE WOODBRIDGE**



A Squamish team consists of 43 players: the left & right Inside Grouches, the left & right Outside Grouches, four Deep Brooders, four Shallow Brooders, five Wicket Men, three Offensive Niblings, four Quarter-Frummerts, two Half-Frummerts, one Full-Frummert, two Overblats, two Underblats, nine Back-Up Finks, two Leapers and a Dummy.

Each player is equipped with a long hooked stick known as a Frullip. The Frullip is used to halt opposing players attempting to cross your goal line with the Pritz (ball). The Official Pritz is 3¾ inches in diameter and is made of untreated Ibex hide stuffed with Blue Jay feathers.

Play begins with the Probate Judge flipping a new Spanish peseta. If the Visiting Captain calls the toss correctly, the game is immediately cancelled. If he fails to call it correctly, then the Home Team Captain is given his choice of either carrying the Pritz . . . or defending against it.



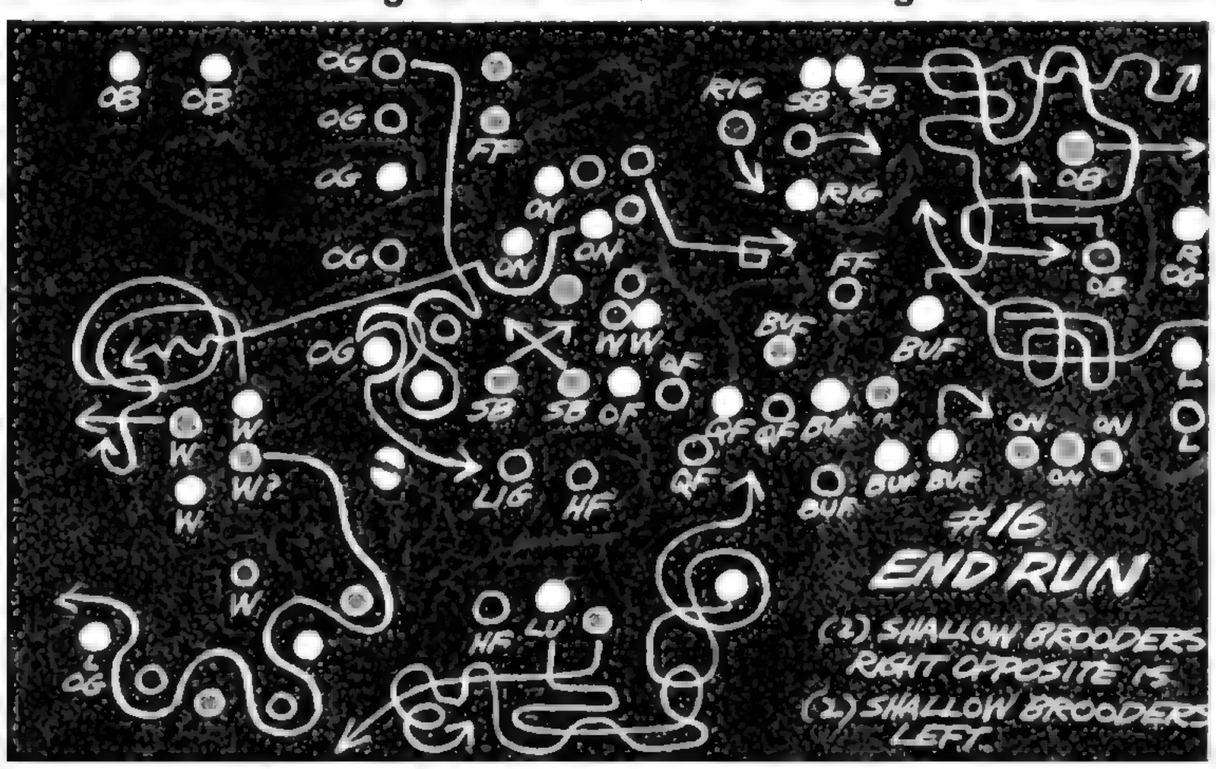
The game of Squamish is played on a 5-sided field known as a Flutney. The two teams line up at opposite sides of the Flutney and play seven Ogres of fifteen minutes each — unless it rains, in which case they play eight Ogres.

The defending right Outside Grouch signifies that he is ready to hurl the Pritz by shouting, "Mi Tio es infermo, pero la carretera es verde!"—a wise old Chilean proverb that means, "My Uncle is sick, but the highway is green!"

The offensive team, upon receiving the Pritz, has five Snivels in which to advance to the enemy goal. If they do it on the ground, it's a Woomik and counts 17 points. If they hit it across with their Frullips, it's a Durmish which only counts 11 points. Only the offensive Niblings and Overblats are allowed to score in the first 6 Ogres.

Special rules, applicable only during the seventh Ogre, turn the game into something very akin to Buck Euchre. During this final Ogre (and the eighth, if it rains), the four Quarter-Frummerts are permitted to either kick or throw the Pritz, and the nine Finks are allowed to heckle the opposition by doing imitations of Barry Goldwater.

A typical seventh Ogre play is shown below. Team "A"—trailing 516—209, is in possession of the Pritz with fourth Snivel and half the Flutney to go. Suddenly, the left Underblat, going for the big one, sends two Shallow Brooders and the Full-Frummert downfield. Obviously, he is going to try for a Woomik when the opposition expects a Durmish. A daring play of this type invariably brings the crowd rising to its feet and heading for the exits.

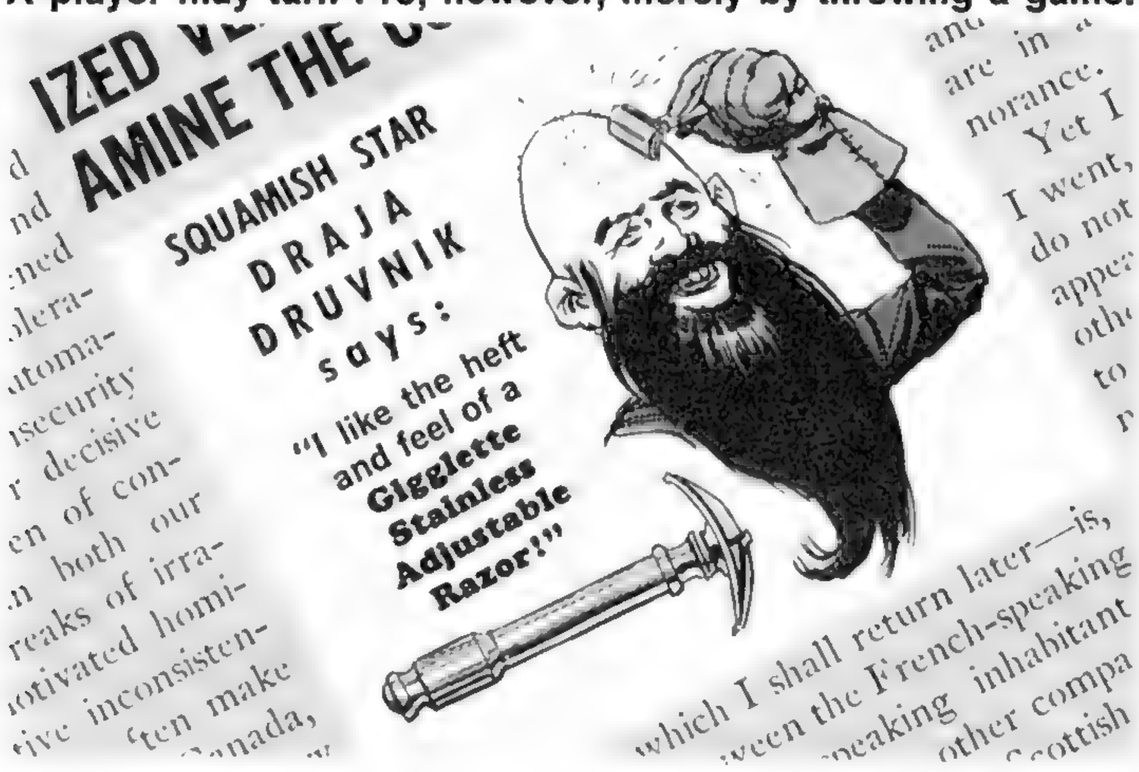


A variety of penalties keep play from getting out of hand. Walling the Pritz, Frullip-gouging, icing on fifth Snivel, running with the mob and raunching are all minor infractions subject to a ten-yard penalty. Major infractions (sending the Dummy home early, interfering with Wicket Men, rushing the season, bowing to the inevitable and inability to face facts) are punishable by loss of half the Flutney, except when the Yellow Caution Flag is out.

Squamish rules provide for 4 officials: a Probate Judge, a Field Representative, a Head Cockswain and a Baggage Smasher. None has any authority after play has begun. In the event of a disagreement between the officials, a final decision is left up to the spectator who left his car in the parking lot with the lights on and the motor running.

In the event of a tie score, the teams play a sudden-death overtime. The exception to this rule occurs when opposing Left Overblats are both out of the game on personal fouls. When such is the case, the two teams line up on opposite sides of the Flutney and settle the tie by shouting dirty limericks at each other until one team breaks up laughing.

Amateur Squamish players are strictly forbidden to accept subsidies, endorse products, make collect phone calls or eat garlic. Otherwise, they lose their amateur standing. A player may turn Pro, however, merely by throwing a game.



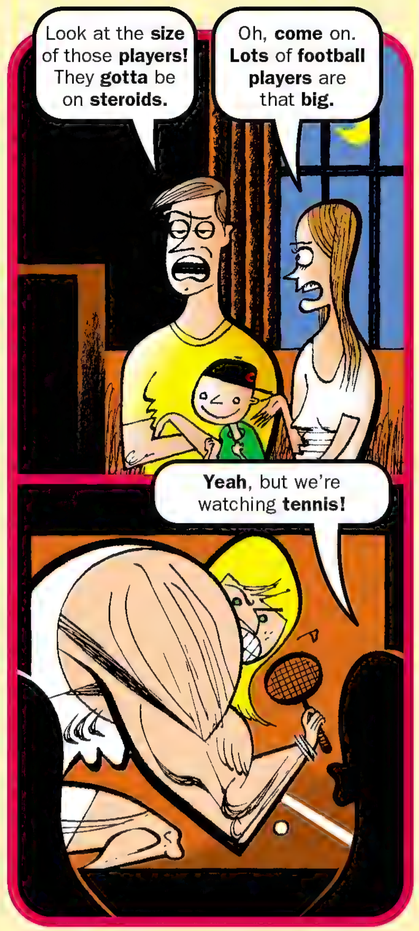
Schools with small enrollments which preclude participation in 43-Man Squamish may play a simplified version of the game: 2-Man Squamish. The rules are identical, except that in 2-Man Squamish, the object of the game is to lose.

ORIGINALLY PUBLISHED IN MAD #95, JUN 1965

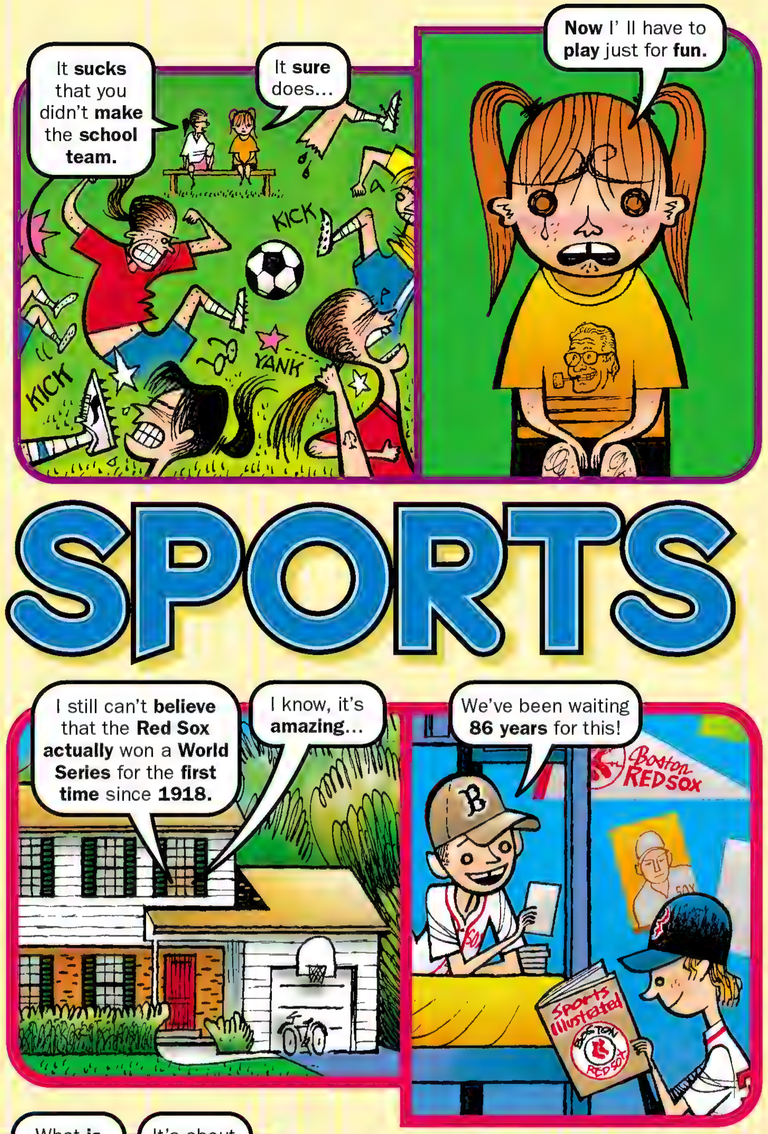
The original charter calls for an annual meeting of the National Squamish Rules Committee. At its inaugural meeting, the committee approved a re-wording of Article XVI, Paragraph 77, Section J of the rules. This section, which formerly read: "The offensive left Underblat, in all even-numbered Ogres, must touch down his Frullip at the edge of the Flutney and signal to the Head Cockswain that he is ready for play to continue," has now been simplified to read: "The offensive left Underblat, in all even-numbered ogres, must touch down his Frullip at the edge of the Flutney and signal to either the Head Cockswain, or to any other official to whom the Head Cockswain may have delegated this authority in writing and in the presence of two witnesses, both of whom shall have been approved and found to be of high moral character by the Office of the Commissioner, that he is ready for play to continue."

The MAD WORLD of... SPORTS

YOU COMPETE ME DEPT.



WRITER **STAN SINBERG**
ARTIST **MARC HEMPEL**



That was **only** the **11th time** that a **third baseman** has hit a **double** with **one out** in the **7th inning** on the **3rd Tuesday** in **August!**

Where do you **GET** this stuff? That's the **dumbest** "statistic" I've ever **heard!**

No it's not...

Actually, it's the **eighth** dumbest statistic, **pulling ahead** of a stat in the **1974** Notre Dame–Army game in which a **left-footed kicker...**

Hey, look! That's **Jerry Phillips**— our school's **star running back!**

Hi, **Jerry.** I didn't know you're into **modern dance.**

I'm **not.**

I'm **choreographing** my new end zone **celebration routine.**

On my new **training regimen** I'm drinking **eight glasses** of **"performance-enhancing"** water a **day.**

Right, the stuff with all the **vitamins** and **electrolytes.** Has it **helped** your **running?**

Absolutely, I'm **running** into the **bushes** to take a **whiz** every **five minutes!**

Another **brutal** beating. Do you guys **like** losing?

Honestly, we don't **know,** coach...

We have **nothing** to **compare** it to.

ORIGINALLY PUBLISHED IN MAD #466, JUN 2006

One of America's fast-growing "fun" sports is "Sky-Diving." Nothing beats the thrill of leaping from a plane and floating through the air. And if you're lucky enough to be wearing a parachute, you can even do it more than once! In order to familiarize himself with this popular new sport, a member of the MAD Staff actually took up "Sport Parachuting" and tried many dives. His favorites are "Hurley's" in Rockefeller Center, and "Rick's" on Third Avenue. But we've gotten him to come out of these dives long enough to present:

A MAD LOOK AT SKY DIVING

WRITER **DICK DEBARTOLO** ARTIST **JACK DAVIS**

FIRST, LET'S TAKE A LOOK AT THE THRILL OF "SKY-DIVING"...

You stand in the doorway of the plane, the wind rushing by your face. It's your first jump, but you're strangely calm.

You gaze down at the ground far below you . . . and then you leap . . . out into space . . . out into the rushing wind . . .

All your Instructor's words about "the landing fall" come back to you. You look up at the horizon . . . you relax . . .

. . . you plummet Earthward . . . and make a perfect landing! Now if you can only do it once the plane is off the ground!

ORIGINALLY PUBLISHED IN MAD #117, MAR 1968

Now that you know what the thrill is like, let's take a closer look at . . .

SKY-DIVING EQUIPMENT

HELMET

The function of the Helmet is quite obvious. It protects the ground from the shock of your head—should you by chance make an incorrect landing upside down.

GOGGLES

Goggles come in clear plastic or assorted tints, and protect your eyes from wind and glare. For Novice Sky-Divers, they also come with "The Lord's Prayer" printed on the inside of the lenses.

MAIN BACK PACK

The Main Back Pack contains a fully-steerable Sport Parachute (or sometimes just wads of newspaper — if you Sky-Dive with "funny" friends.)

JUMP SUIT

The Jump Suit is worn over your regular clothes to afford less wind-resistance, and to protect them from dust, dirt, water and mainly . . . nausea.

JUMP BOOTS

Jump Boots with heavy soles are worn to cushion the shock of landing, but care must be taken as to the thickness of these soles. Too thin soles will pass more shock to the body, and too thick soles will bounce the Diver back into the plane.

RESERVE CHUTE

If for any reason the Main Chute does not open, there is something the Sky-Diver can do—besides screaming and crying and watching his whole life flash before his eyes. He activates his Reserve Chute which, although unsteerable, will get him back to Earth safely. (If you can call landing in an active volcano or a pool of quicksand or a large chimney or shark-infested water—safely!)

RADIO TRANSMITTER

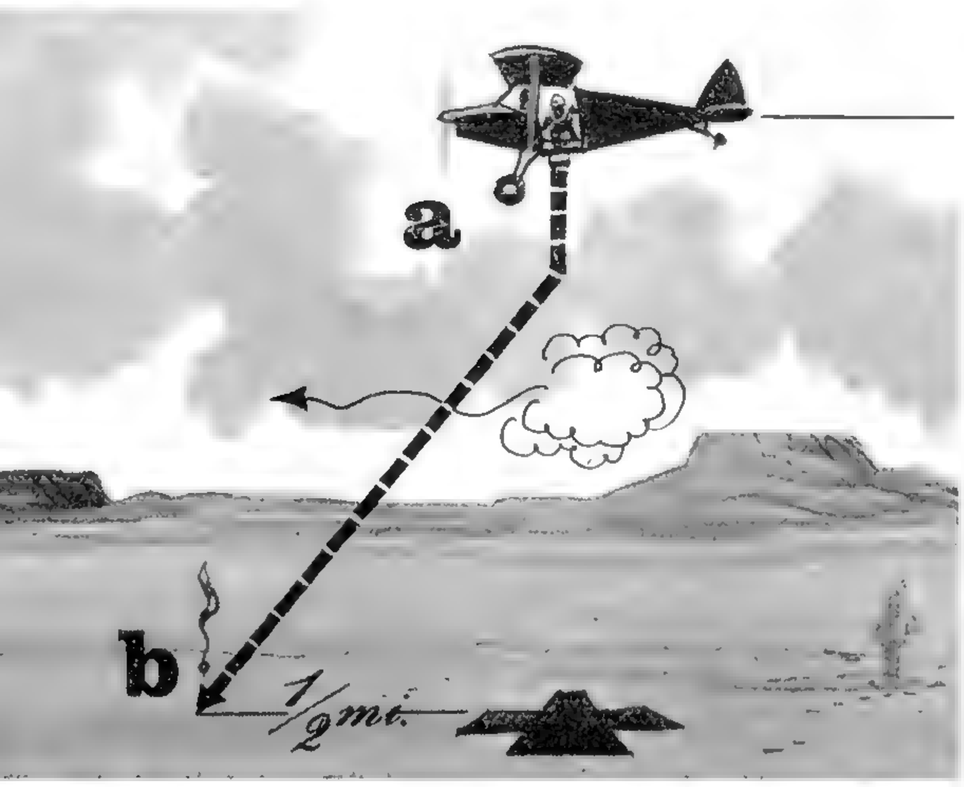
A compact Radio Receiver is usually carried by the Novice Sky-Diver so that his Instructor can communicate with him once he has left the plane.

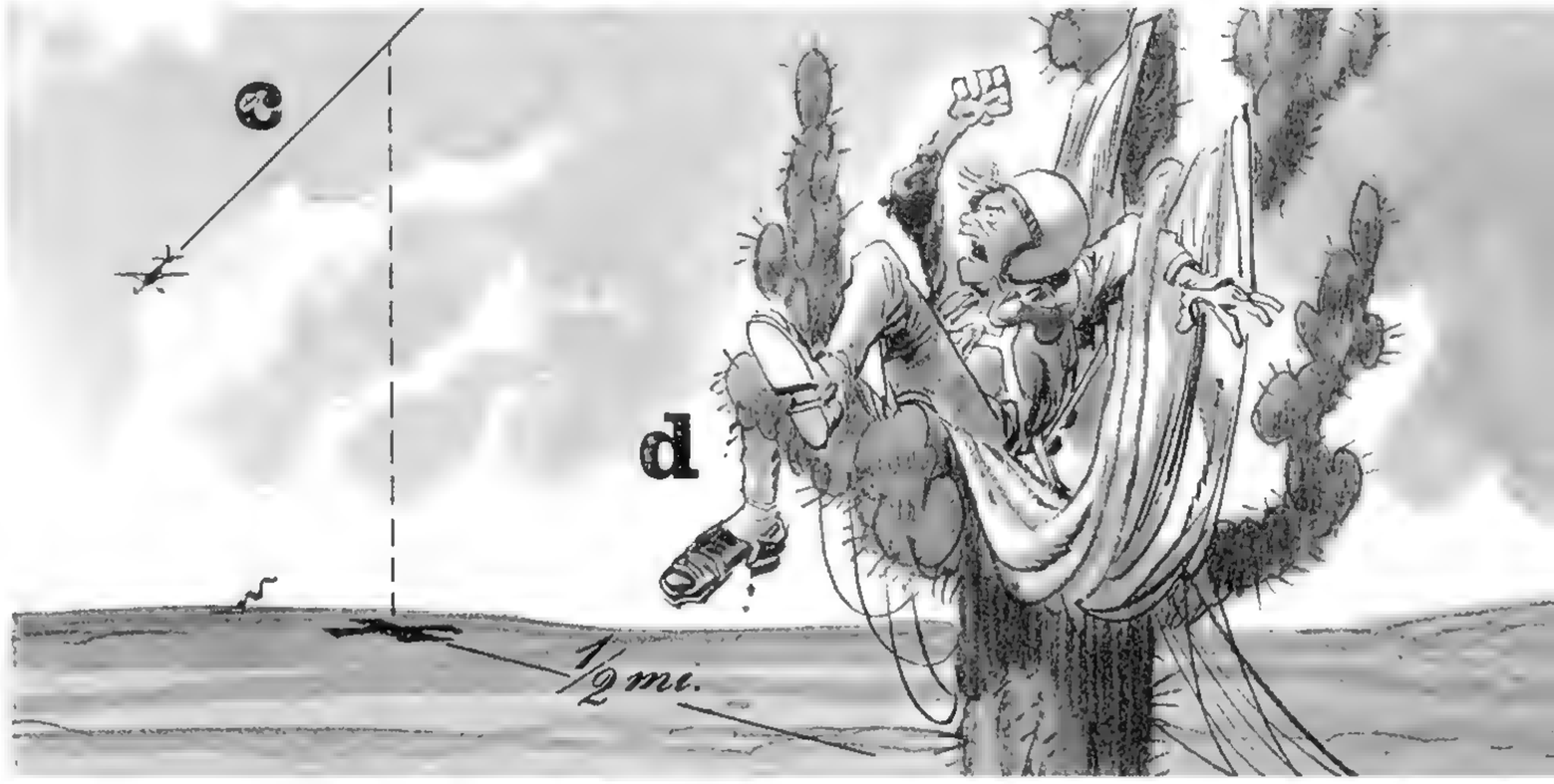
Now that you know what the equipment is like, let's take a closer look at . . .

THE JUMP

SPOTTING

In preparation for the Jump, the Jumpmaster will first release a "Streamer" which falls and drifts at approximately the same rate of speed as the Parachutist. By observing this "Streamer", the Jumpmaster can calculate the correct exit point so the Sky-Diver will land right on the "Target". For example:

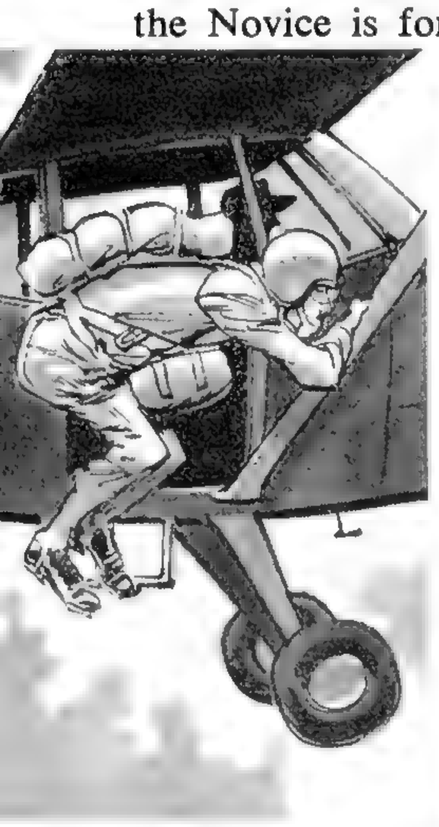




A. Streamer is dropped from plane over Target.
B. Streamer lands ½ mile downwind of Target.
C. To compensate, plane goes ½ mile upwind of Target, and Diver exits.
D. But Diver lands three miles upwind of Target, as wind has shifted!

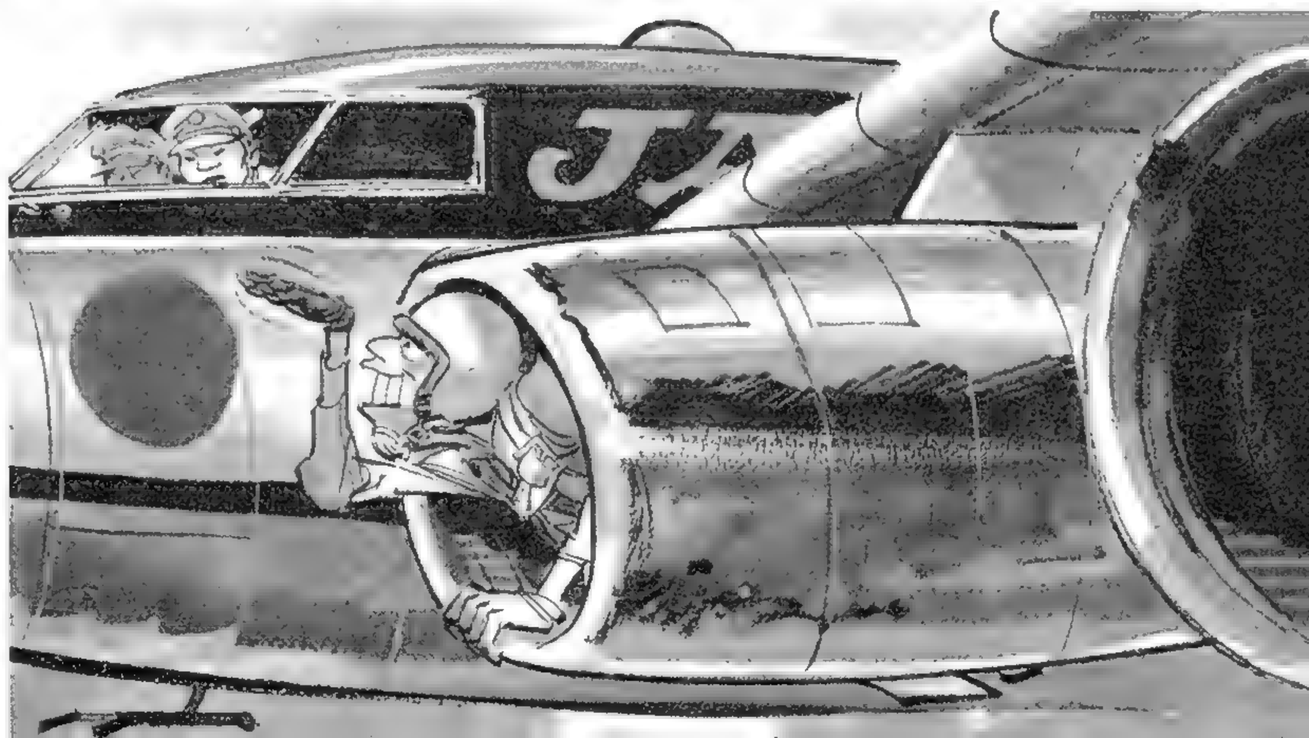
EXITING

There are two methods of leaving the plane. The first one is called "The Poised Exit" in which the Novice pushes off from the aircraft and goes into the Spread-Eagle position. The second one is called "The Not-So Poised Exit" in which the Novice is forcibly ejected from the aircraft . . . mainly by the Instructor, who cannot tolerate "Chicken" Students!



FALLING

You're in the air now . . . and as you float Earthward in a Spread-Eagle Free-Fall, you dream of far-away places . . . . . and well you should! Mainly because you're just about to be sucked into a Boeing 707 Jet on its way to Japan!



OPENING THE CHUTE

Chutes can be opened in one of two ways. The Advanced Student will use the "Rip Cord"—and open the Chute when he wishes . . .

. . . preferably, before making contact with the ground!

The Novice will rely on the "Static Line"—a line which is attached inside the plane and automatically opens the Chute as the Diver falls away. See the smile on this Novice's face as the "Static Line" grows taut and yanks his Chute open—

See the smile disappear as he realizes the "Static Line" has also yanked the Chute off his back. But this Novice isn't worried. That's why he has a "Back-Up" Chute! And that's exactly where it is—"back up" there on the plane!

MANEUVERING THE CHUTE

Sport Parachutes can actually be steered by using the turning devices or special openings located on either side of the canopy. These turning devices are connected by suspension lines to the harness.

Pull down on the right suspension line and you'll enjoy the sensation of seeing your parachute turn right.

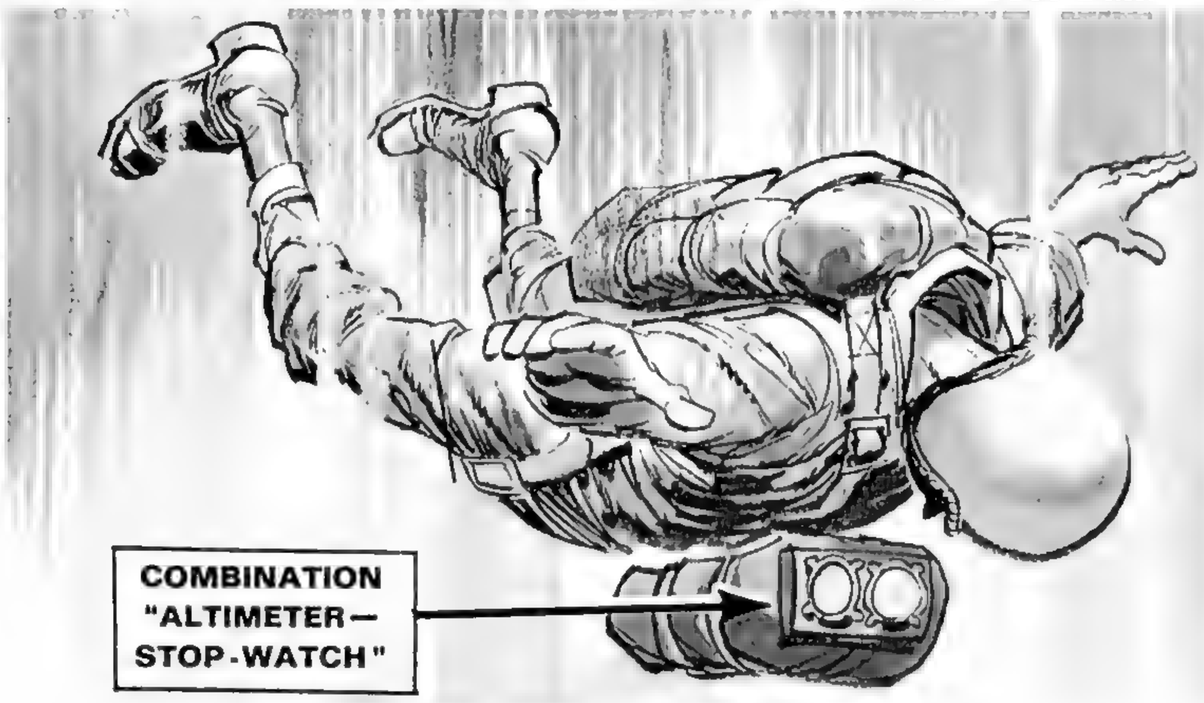
Now pull down on the left suspension line and you'll enjoy the sensation of seeing your parachute turn left.

Don't pull down on *both* suspension lines or you'll enjoy the sensation of seeing your parachute from above.

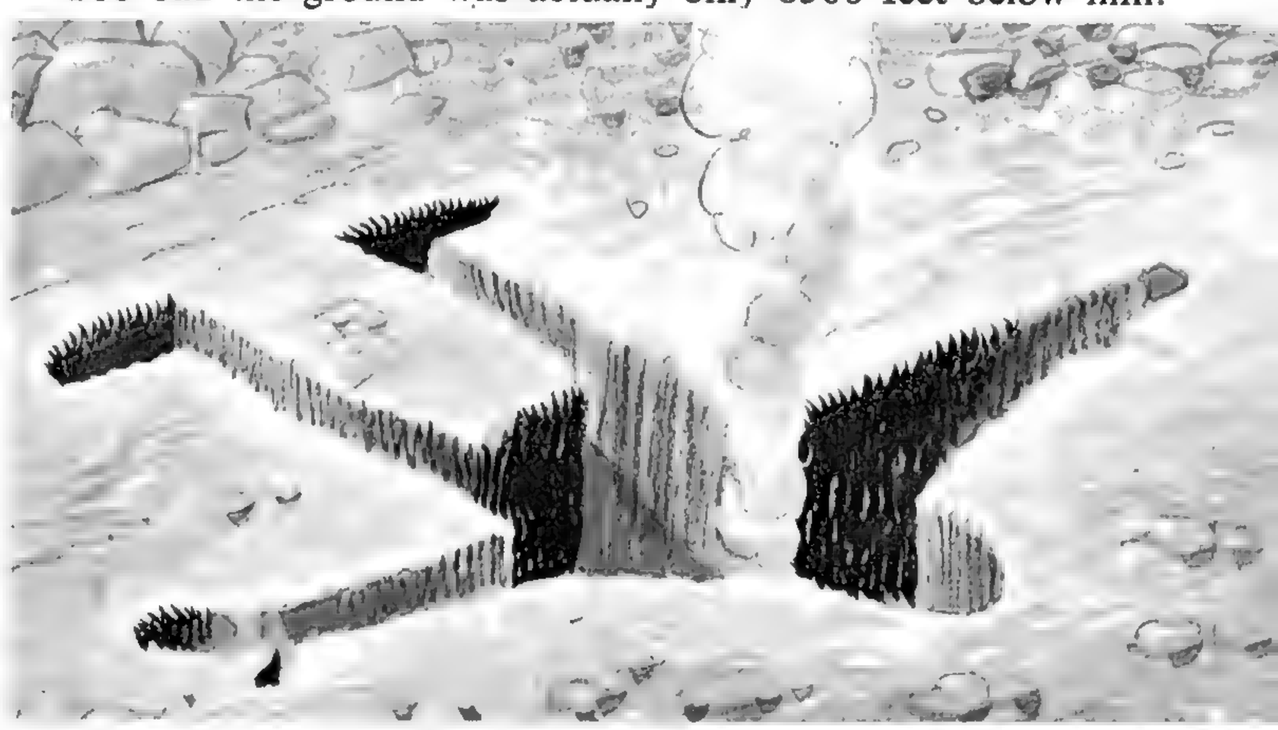
CALCULATING THE "FREE-FALL"

The more advanced Sky-Diver will begin to make lengthy "Free-Falls" before opening his Parachute. In order to do this, there are calculations to be made to determine at what altitude and at what split-second the Chute should be opened. For this purpose, the advanced Parachutist carries a combination "Altimeter—Stop Watch" affixed to his Reserve Chute. Note how critical these calculations can be:

This Diver has made calculations for a 9000-foot Free-Fall.

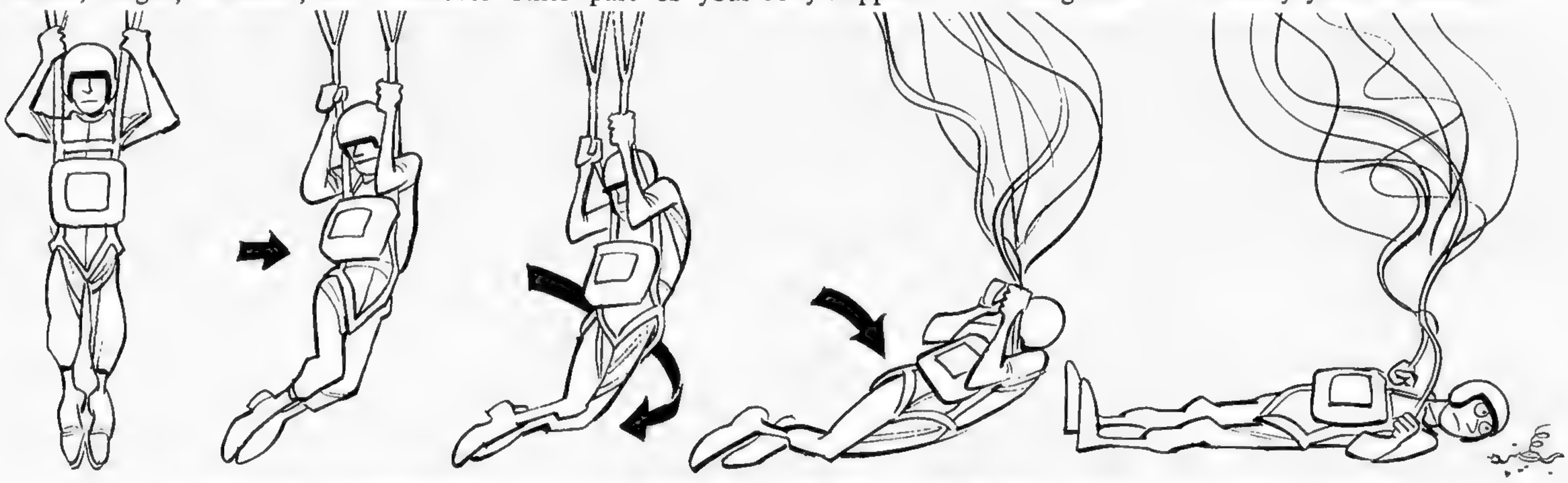


Too bad the ground was actually only 8500 feet below him!



LANDING

Let's assume that you have made the right calculations and you've opened your Chute before reaching the ground. Now you must prepare for the "PFL" or "Parachute Landing Fall" in order to avoid "TBL" or "Two Broken Legs." As you touch down, you "fall" along the side of your body—either right or left. In this way, the shock is divided among your feet, calves, thighs, buttocks, and whatever other part of your body happens to hit the ground . . . usually your wristwatch.



The beginner can practice this by jumping from a three-foot-high stool or step. After he's mastered that, he can jump from a plane, land on any three-foot-high stool or step, and take it from there!

SAFETY CHECKS

Before a Jump, every piece of equipment should be checked by a trained Professional Instructor. Note that Instructor in picture below is "feeling" to see if Student is wearing his Parachute correctly. (Instructors normally can "see" if Student is wearing his Parachute correctly, but this Professional has his helmet on backwards, blocking his vision.)

SAFETY RECORD

Did you know that "Sport Parachute Jumping" is safer than driving? See the man in the wreck on the highway below? He was on his way to a Sky-Diving Center when he hit a tree while avoiding a Chutist who had landed in the road ahead.

FATAL DISTRACTIONS DEPT.

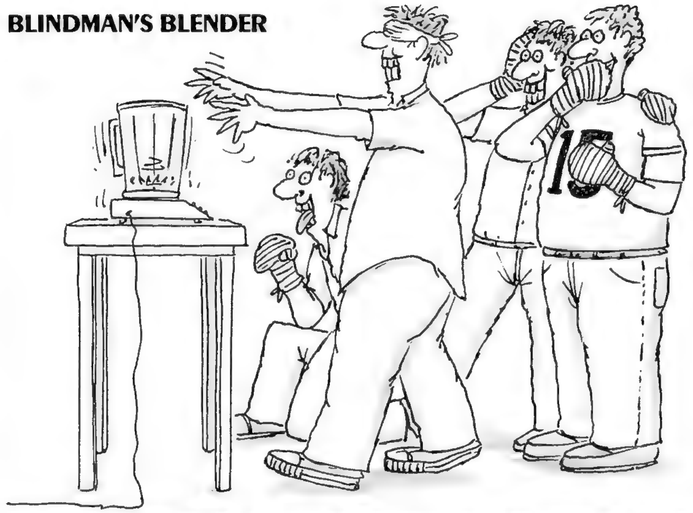
With violence in sports attracting such a wide audience, it won't be too long before other activities join the new trend towards...

MAKING GAMES MORE DANGEROUS

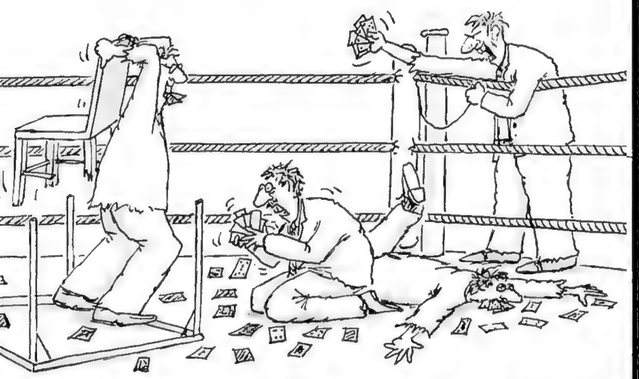
WRITER & ARTIST TOM CHENEY

GRENADE HOCKEY

BLINDMAN'S BLENDER

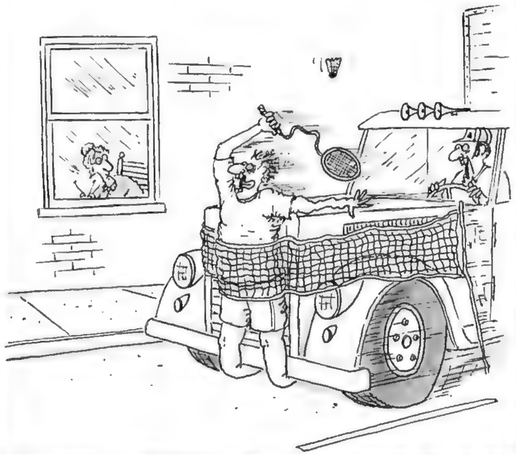


TAG TEAM BRIDGE

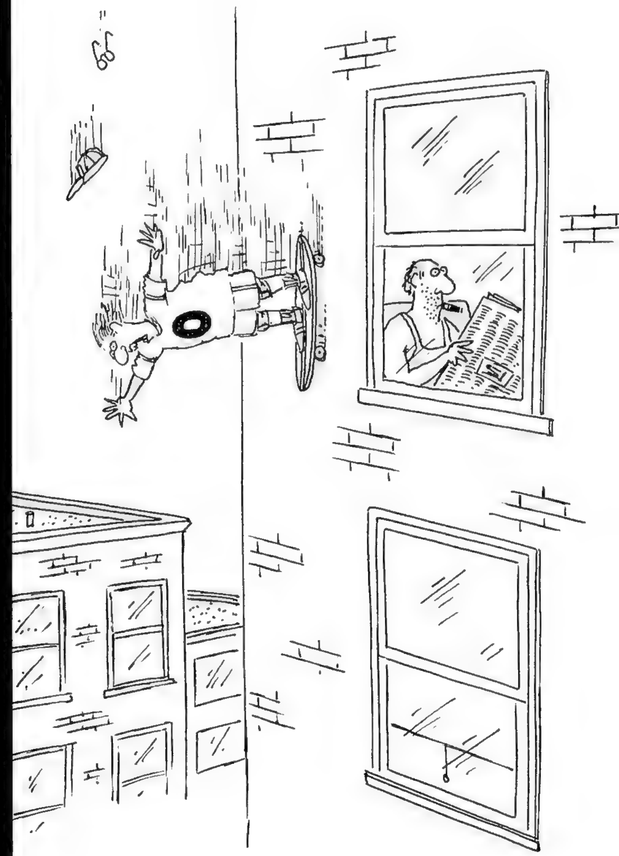


BOBBING FOR PIRANHA

BOULEVARD BADMINTON



VERTICAL SKATEBOARDING

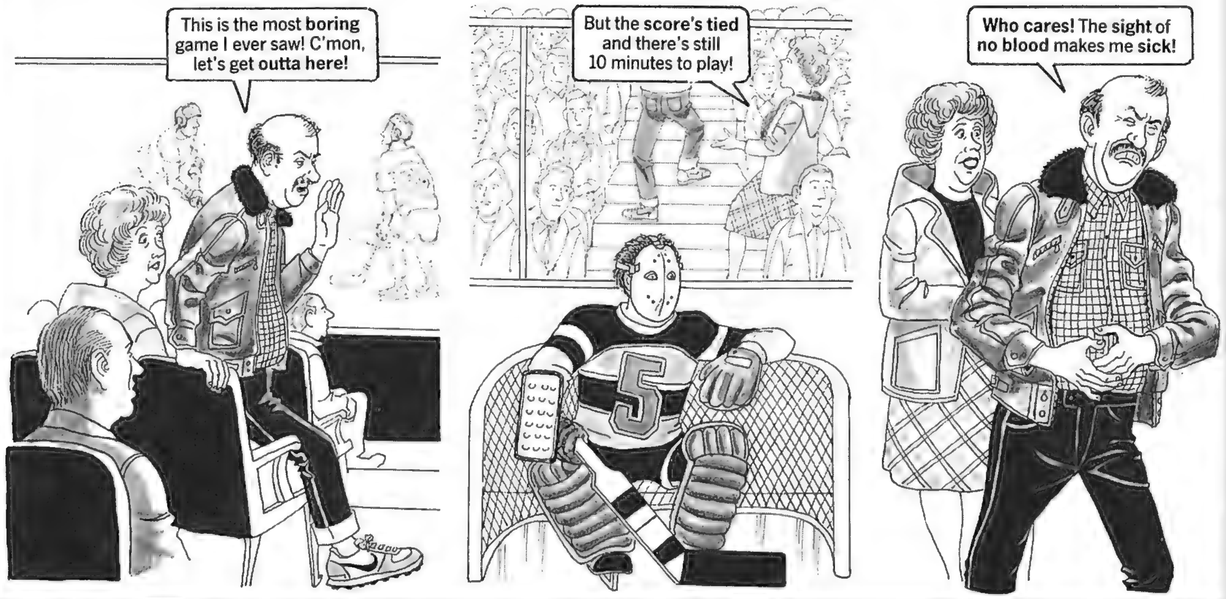


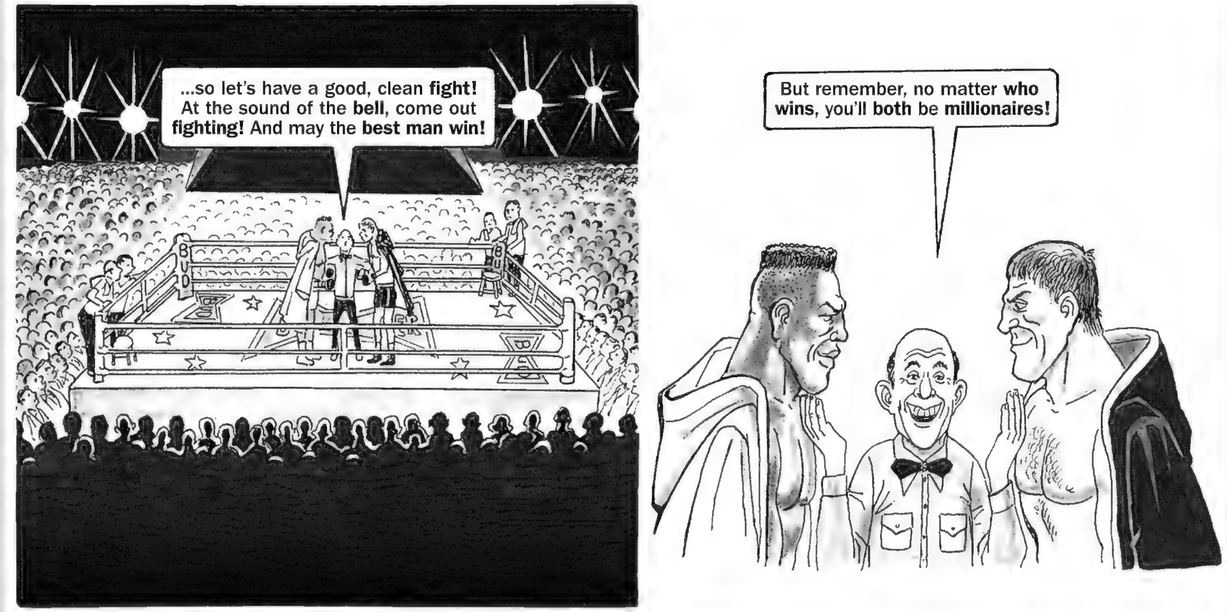
.12 GAUGE PING PONG

PHONE BOOTH CROQUET

DEMOLITION CHESS

ORIGINALLY PUBLISHED IN MAD #306, OCT 1991.

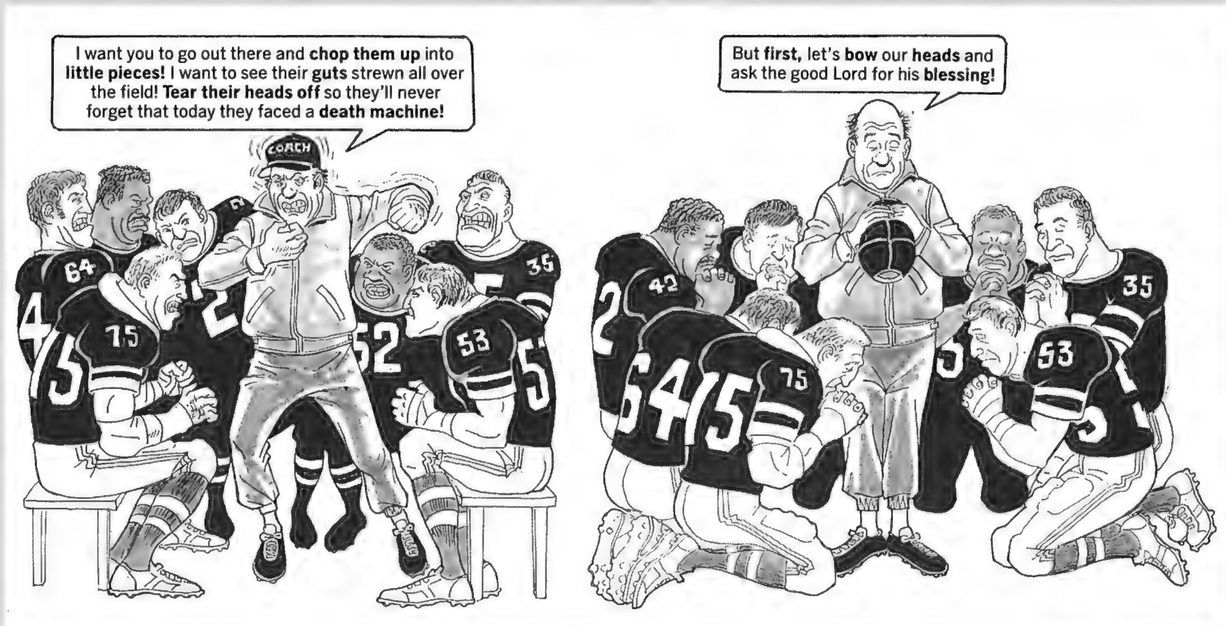




BERG'S EYE VIEW DEPT.

Best of THE LIGHTER SIDE OF... SPORTS

WRITER & ARTIST **DAVE BERG**



Baseball © AWesleyFloyd | Dreamstime.com

ORIGINALLY PUBLISHED IN MAD #272, JUL 1987, MAD #277, MAR 1988, MAD #301, MAR 1991, MAD #320, JUL 1993, MAD #327, MAY 1994

Hi, Tina! Is Ken at home?
He's in the back yard digging holes and cursing up a storm!

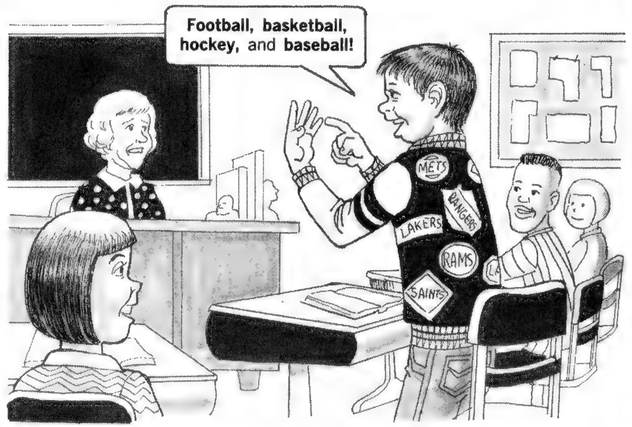
Oh, doing a little gardening, is he?

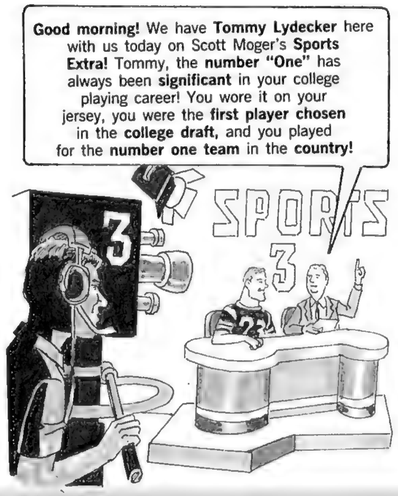
No, practicing his golf swing!

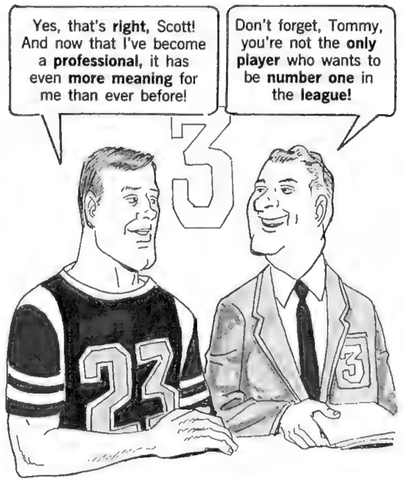
Ooh, man! Am I hurting! I played four hours of tennis on Saturday, four hours on Sunday, and tonight I got a game right after work!
That's a lot of exercise! Why do you do it?

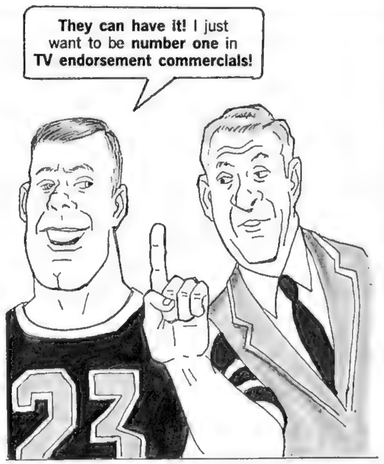
It makes me feel young!

Who would like to name the four seasons of the year?
I can!

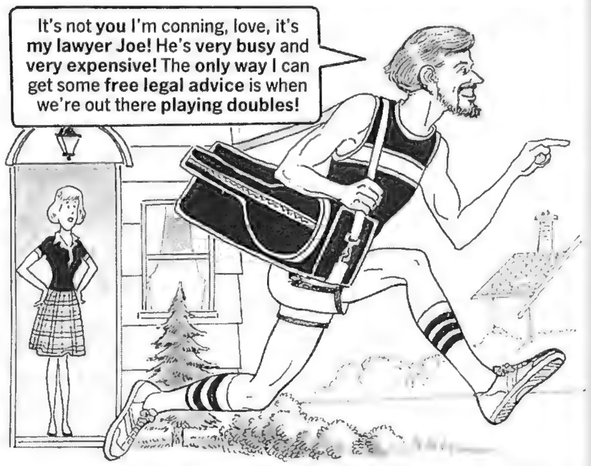

Football, basketball, hockey, and baseball!
METS
LAKERS
RANGERS
RAMS
SAINTS


Good morning! We have Tommy Lydecker here with us today on Scott Moger's Sports Extra! Tommy, the number "One" has always been significant in your college playing career! You wore it on your jersey, you were the first player chosen in the college draft, and you played for the number one team in the country!
SPORTS


Yes, that's right, Scott! And now that I've become a professional, it has even more meaning for me than ever before!
Don't forget, Tommy, you're not the only player who wants to be number one in the league!


They can have it! I just want to be number one in TV endorsement commercials!

See you later! I've got an appointment with my lawyer!
Sure! You're all geared up for tennis and I just heard you on the phone telling some Joe Fiore bozo you'll meet him at the club! So don't try to con me, buster!


It's not you I'm conning, love, it's my lawyer Joe! He's very busy and very expensive! The only way I can get some free legal advice is when we're out there playing doubles!

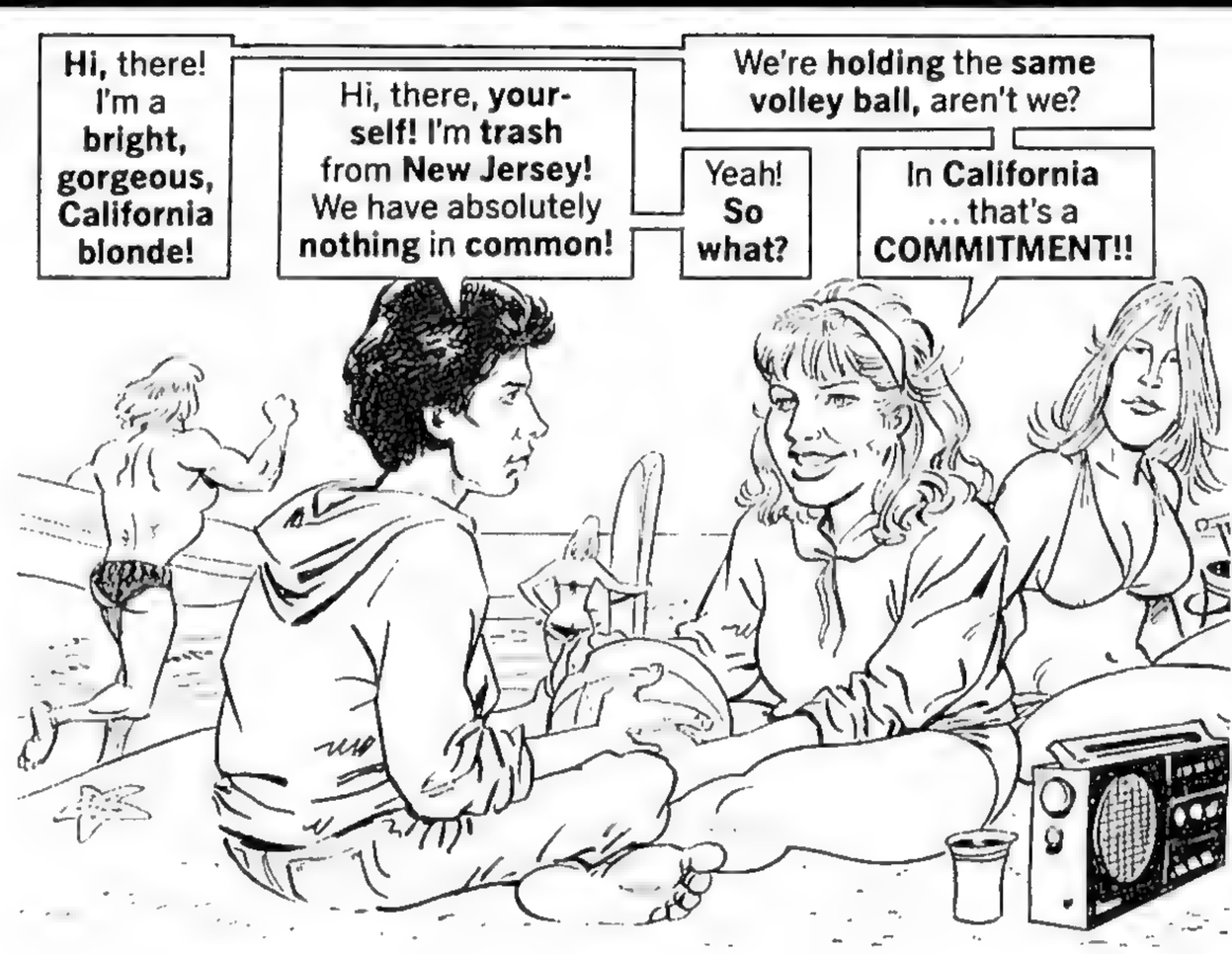
YOWEE! I can't believe it! I made a hole in one!

Hey, did you come here to make a lot of noise or to play golf?
David Berg

WHACKS ON, WHACKS OFF DEPT.

The Karocky Kid

WRITER **ARNIE KOGEN** ARTISTS **ANGELO TORRES & SAM VIVIANO**



EXCERPT FROM *ROGER EBORE AND GENE SISSY REVIEW THREE FILMS*, ORIGINALLY PUBLISHED IN MAD #253, MAR 1985

You're the **new boy** in the building, eh? My name is **Miyakki**, the most **mysterious**, and **wisest Maintenance Man** in **California!**

What makes you so **wise?**

I never do any "maintenance"!!

BONSAI!

ARTHUR

HOW TO CATCH FLIES by REGGIE JACKSON

FOREWORD BY SADAHARU

You've been in California for a **week**, now, Danyell! **How** are you enjoying **school...?**

Well...the **kids** have a **NICKNAME** for me! They call me **"TIMEX"!!**

"TIMEX"? Why do they call you **"Timex"?**

Because...I'm being **beaten up** like **clockwork!** But...I **take a lickin'**...and **keep on tickin'!**

Wow! The old man is **singlehandedly** wiping out **five teenage toughs! Hey,** Man, where'd you **learn** that??

I learned from a **very special person**—in place I was **at** years ago!

From your **Father?** Back in **Okinawa?**

No...from a man called **"The Fonz"** —in a series called **"Happy Days"!**

You were **terrific,** Miyakki! I want you to **teach me** Karate!

Violence is always the **last answer** to the problem, Danyell!

But I'm getting my **butt kicked** every day!

Karate is **not** in the **fists!** Karate is in the **heart** and **mind!!**

Tell THEM that!

So far...their **hearts** and **minds** are beating the **crap** out of me!!

SOY SAUCE

Those are the guys that have been **pounding me** to a **pulp!** And that **macho lunatic** is their **Instructor!!**

Remember! Strike first! Strike hard! No mercy—EVER! Boni, you **showed mercy!** Give me **thirty pushups**—the **hard** way!!

On my **knuckles...??**

On your **FACE!!** The **rest** of you, practice **today's lesson**..."**How To Knee A Peace-Loving Pacifist In The Groin**"!

Truss, I come to request that your student **refrain** from beating up Danyell until the **Karate Tournament** when they will **meet** in the **big match!**

What! This wimp doesn't stand a **chance!** Johnny-mop is **stronger, faster, more experienced,** and **fights dirtier!**

True, but we have **tradition** on our side...!

WHAT tradition?

Inspiring motion pictures called **"Rocky I", "Rocky II"** and **"Rocky III"!**

BRUCE LEE SYMPOSIUM

KARATE TOURNAMENT DEC 19 ENTER HERE

We have **much work** to do before the tournament! **These** are the **rules! I TEACH! You LISTEN!** Deal...??

Deal!!

Good! Start by **waxing** my **cars!** Then— **sand** my **deck, stain** my **fence, paint** my **house** ... and **then,** I have **another** small task...

How will doing all **that** help me learn **Karate?**

It **won't!** But... if you **lose** the **tournament** and can't go back to **school,** at least you will have a **TRADE!**

Humility and **discipline** are the **first steps** in mastering Karate! Also, **BALANCE!!** Good balance is **essential** to good Karate! So **practice** your **balance** on the **bow** of **rocking rowboat.**

Be honest, Mr. Myakki! What are my **chances** in the **tournament??**

If you fight on a **ROWBOAT,** you are **home free!** Fight on **land... very iffy!**

FONZIE MARU

I have **taught** you **well!** Your **heart** and your **mind** are **well-disciplined—** and your **balance** is **tuned!**

Yeah, but his **fists** and his **feet** are **lethal weapons**...and he **outweighs me** by a **hundred pounds! I think** he's got an **edge** ... and I'm **scared stiff!**

See...?? You are **already** qualified for a **"Yellow** Belt"!!

DANGER NO STEP

I find it **hard** to **believe** that a **skinny kid** like **me**—with only **"mental toughness"** —won't get **KILLED** by a **Black Belt Super Star** like **him...!!**

If you're **looking** for things that are **hard** to **believe,** how about a **Maintenance Man** who owns **five antique cars** and a **huge house...?**

And a **cute, rich blonde** who's **attracted** to the **school wimp...?**

Great! My spirits are **really soaring** now!!

You **WON!!! How'd** you **DO** it???

I got smart! At the **last second,** I came to my senses and **CHANGED COACHES! If not,** I'm a **dead man!**

COACH II

What can **I say?** Not one single thing in this film was **believable! I loved** it!!

I loathed it! Why, **I walked out** in the **middle...** and I was **on a PLANE!!**

Must've been a **JUMBO JET!** That's the **only** kind that you'd **fit through!**

That's all the **time** we have! So...till we **meet again...** we'll **see you at the movies!**

We'll be **easy** to **spot!!** Gene's **HEAD** will be **shining** in the **audience!**

And **Roger** will be **wearing white...** so they can **project** the **MOVIE** on his **back!!**

USHER

EXIT

DRAMA ON PAGE 45

WRITER & ARTIST **JOHN CALDWELL**

ORIGINALLY PUBLISHED IN MAD #269, MAR 1987

THE OBSESSED IS YET TO COME DEPT.

A "fan" is defined as: "A machine fitted with blades that revolve rapidly about a central hub, or stirring air." Please ignore this as you read...

A SPORTS FAN / A SPORTS FANATIC

A SPORTS FAN knows exactly how many homers Cecil Fielder hit last year. **A SPORTS FANATIC** knows the names and addresses of the people who caught them!

A SPORTS FAN proposes to his girlfriend over Diamondvision at half-time. **A SPORTS FANATIC** consummates his marriage the exact same way!

WRITER **DESMOND DEVLIN**

A SPORTS FAN is outraged when the owner cuts his catcher's pay from 2.2 million to 1.9 million. **A SPORTS FANATIC** starts selling pints of his blood to help make up the difference!

ARTIST **JACK DAVIS**

A SPORTS FAN works long and hard voting for his hero to make the All-Star team. **A SPORTS FANATIC** systematically murders the more deserving competition to ensure his hero's selection!

A SPORTS FAN buys all the sports magazines to keep up with every team. **A SPORTS FANATIC** cancels his Sports Illustrated subscription for wasting space on those stupid swimsuits!

ORIGINALLY PUBLISHED IN MAD #324, JAN 1994

A SPORTS FAN believes she's getting closer to the game by having sex with the athletes. **A SPORTS FANATIC** does the same thing by having sex with the San Diego Chicken!

A SPORTS FAN puts his collection of autographed balls inside a glass case to protect them. **A SPORTS FANATIC** gets inside the case with the stuff to personally protect it!

A SPORTS FAN shows team spirit by staying put through a long, cold rain delay. **A SPORTS FANATIC** shows team spirit by staying put after the team has relocated to a new city!

CEL-ING OUT DEPT.

WHEN OTHER SPORTS FIGURES CO-STAR WITH CARTOON CHARACTERS IN MOVIES

Not too long ago Michael Jordan appeared in a Nike commercial with Bugs Bunny! (Michael was the one with the jump shot!) It was so popular, two things happened: One, Nike raised its prices and two, they made a full-length movie with the both of them! (Bugs was the one who could act!) Problem is it won't be long before Hollywood starts teaming other athletes with our friends from the world of animation! Yup, here's what you'll be seeing...

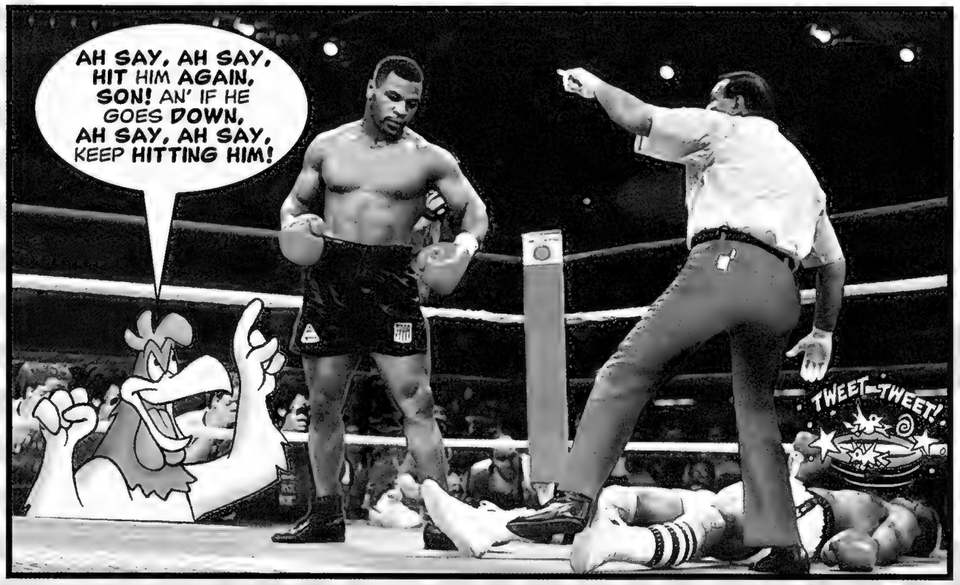
WRITER **STAN HART** ARTIST **SAM VIVIANO**

ON DANGEROUS GRASS

Rocky and Bullwinkle's old nemesises, Boris Badenov and Natasha Fatale, are back! Only now they're good guys going undercover at Wimbledon to protect Monica Seles from fanatic German terrorists hired by Steffi Graf's father, who will stop at nothing to see her lose! In the rousing climax, Boris and Natasha subdue a crazed old man with a dangerously rolled-up program who threatens to attack Monica when she returns a lob.

RAGING FOOL

The story of Mike Tyson is told in flashbacks by his new promoter, Foghorn Leghorn! Foghorn outsmarts Don King and proves to be just the kind of mouthpiece Mike needs! When Betty Boop is found tied to the bedposts in Iron Mike's hotel room, Foghorn convinces the public it was "a mere parlor game"! He then persuades Muhammad Ali to come out of retirement and, in the disturbing finale, Iron Mike pounds the aging former champ into an unrecognizable, bloody pulp.



THE FUGITIVE II

A must-see for baseball and substance abuse fans alike, *The Fugitive II* teams Darryl Strawberry with Canadian Mountie Dudley Do-Right as his parole officer! Poor Dudley is so naive and gullible, he actually believes the slugger when he claims to be clean! But when Darryl has his girlfriend provide a test tube specimen and submits it as his own urine test, Dudley becomes suspicious – especially when the results show Darryl is pregnant!

SALIVA-WORLD

In this sequel to the legendary Hollywood flop, *Waterworld*, Sylvester the Cat joins John Madden to do color commentary for NFL games on FOX. The two compulsive talkers get so excited trying to explain the action that they become totally unfathomable and spray everyone in the booth with a deluge of saliva. The movie ends happily, however, when the slobbering duo gets a job as fast food drive-thru attendants – a job where intelligible speech isn't necessary!

PHOTOS: AP/WIDE WORLD PHOTOS
JOHN MADDEN PHOTO: REUTERS/GARY CASKEY/ARCHIVE PHOTOS

LITTLE WHITE MEN DON'T HAVE TO JUMP

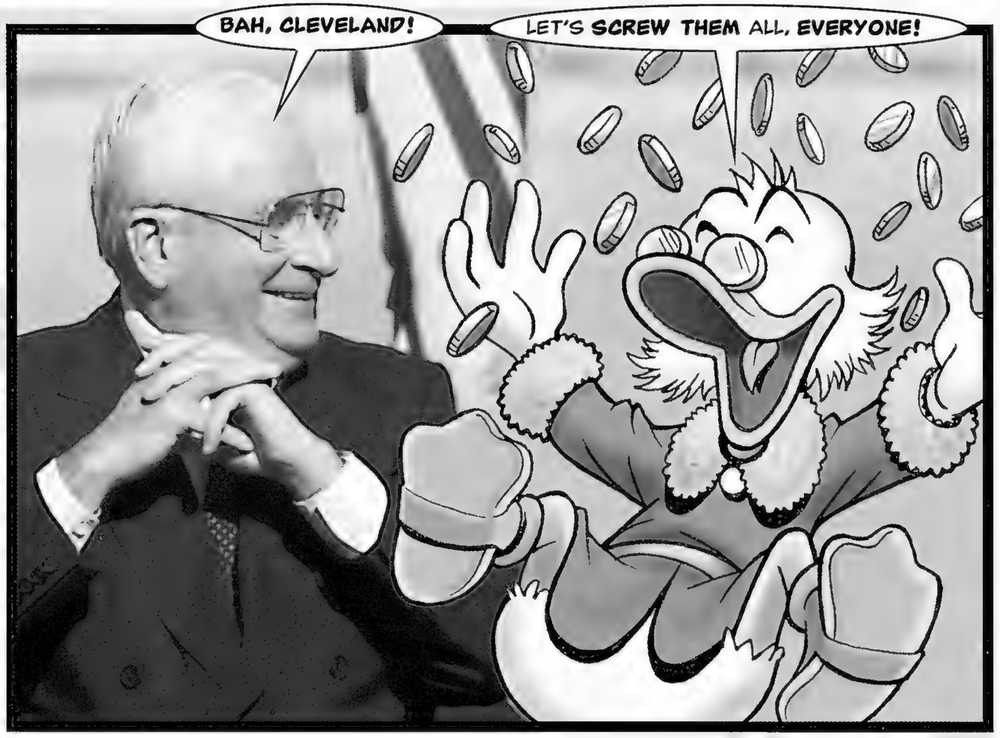
In order to increase the competition in the NBA and allow more white men to play, the Seven Dwarfs are signed by the New York Knicks. In this basketball fantasy film the rules are also altered to allow additional men on a team and the Dwarfs use this to go one-on-one with Shaquille O'Neal. Employing a clever seven-on-one defense, the revitalized Knicks manage to shut down Shaq, who becomes so frustrated, he slam-dunks Grumpy and gets thrown out of the last game of the NBA finals!

GRUMPY OLD PIN-STRIPED MEN

In this brilliant piece of casting, Yosemite Sam and George Steinbrenner co-star in this movie about the conflicts that arise between the new Baseball Commissioner and the New York Yankees owner. When George threatens to move the team to a different location for every home game, Sam does his "rootin' tootin'est darndest" to stop him! The lovable curmudgeons scream and holler at each other non-stop until George hatches a wacky plan – hiring Sam as the Vice President in Charge of Shooting Yankee Managers!

THE CLEVELAND CAROL

In a terrifying nightmare, Uncle Scrooge McDuck is haunted by the most hated man in the Midwest, Cleveland Browns owner Art Modell! Art's made a fortune moving his beloved team to Baltimore, and he's not done yet! Accompanied by the Ghosts of Oakland Past, Houston Present and Tampa Bay Future, Art and Scrooge go to the Toronto Sky Dome, which has even more skyboxes to sell to their stupid fans! Scrooge learns from Modell's example that money can't buy happiness. But in a switch on the old story, he and Modell both agree that money is even better than happiness and they should keep trying to make more!



THE O.J. SIMPSON STORY

O.J. Simpson and Speedy Gonzales team up with Oliver Stone as he again delves into American history for another ground-breaking film! Stone flashes back to the night of the murders and has Speedy retrace O.J.'s every step, from eating fast food with Kato and driving the Bronco to Rockingham, to putting golf balls on his lawn and taking the limo ride to the airport. When even the world's fastest rodent is unable to complete the route in the time O.J. claims he did, Stone boldly asserts Speedy is part of a larger conspiracy to frame The Juice involving Castro, the CIA and the military industrial complex.

ORIGINALLY PUBLISHED IN MAD #352, DEC 1996

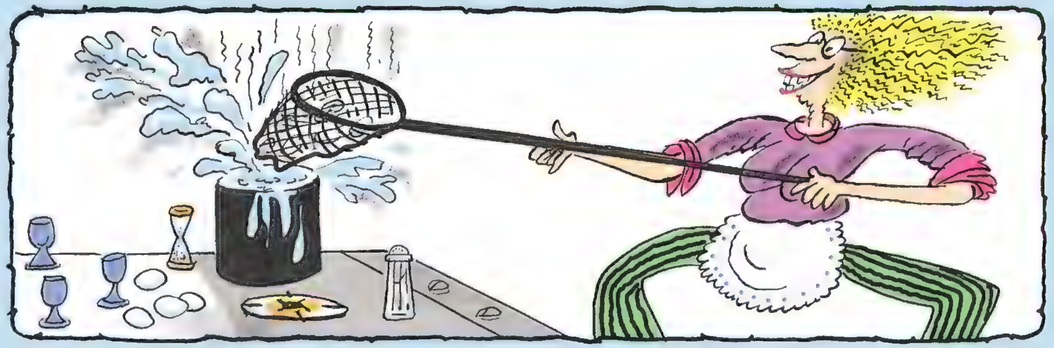
JUST DUAL-ING AROUND DEPT.

Most people have a silly belief that only athletes have use for sports equipment. Hogwash! Even a clod who has not lifted a Fungo bat or tossed a bocci ball in a decade has a real use for such stuff. Athletic inactivity should not deny anybody the inherent right to use sports paraphernalia. We will now demonstrate how your dinky, miserable, little existence can be immensely improved by just simply...

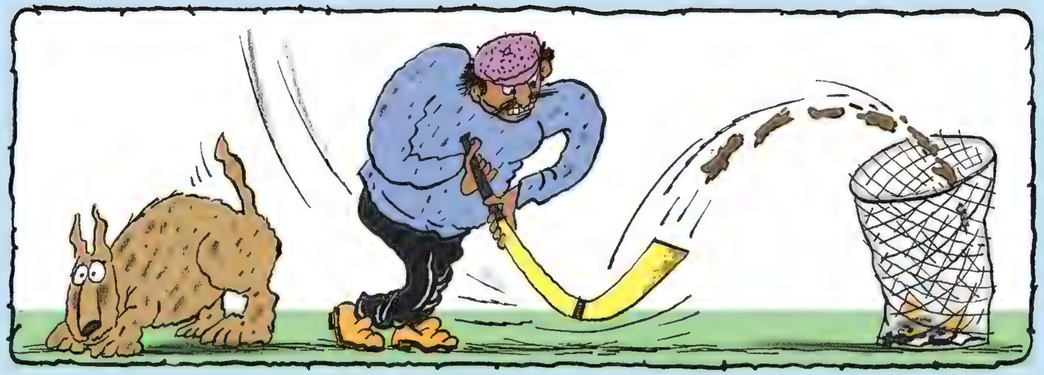
Using Sports Equipment in Everyday Life

WRITER & ARTIST **PAUL PETER PORGES**

Lacrosse Stick/ Boiled Egg Scooper

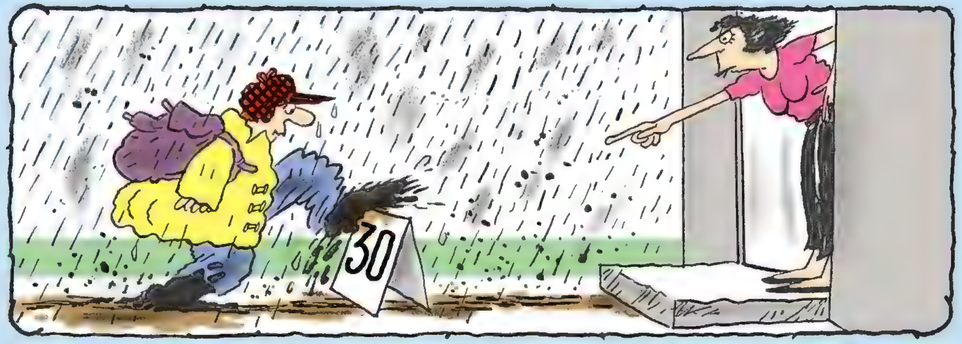


Hockey Stick/ Slap Shoot Pooper Scooper



Baseball Cleats/ Kitchen Garden Seeder

Football Yard Marker/ Mud Scraper



Tennis Net/ Extended Family Hammock

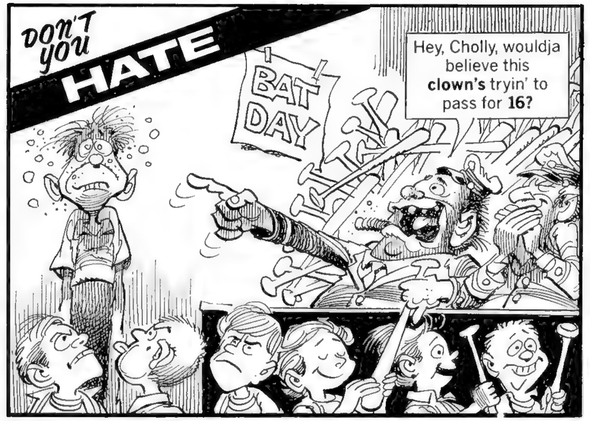
Baseball Catcher's Mitt/Hot Bun Holder

Bike Helmet/ Appetizing Jello Mold Maker

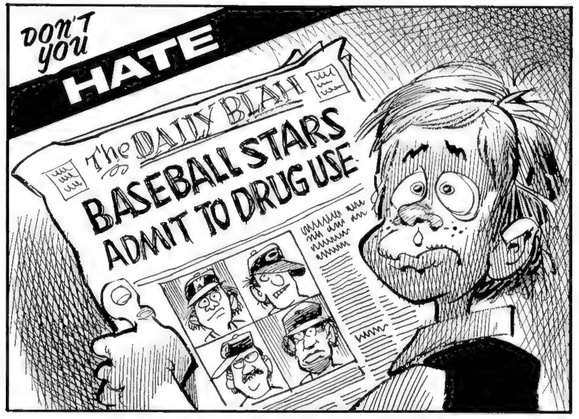
ORIGINALLY PUBLISHED IN MAD #309, MAR 1992

THE MAD Sports Fan HATE BOOK

WRITER **LOU SILVERSTONE** ARTIST **JACK DAVIS**



...when they give a free gift to fans under 16 and you're tall for your age?



...when you discover that your favorite ballplayer is a junkie?

...when team owners get more media coverage than the teams?

...when the game is a sell-out but the scalpers have reams of tickets?

...when you get a fantastic seat in the second row, and the schmuck in the first row keeps standing up?

...when you have tickets to the fifth game of the World Series and one team wins it in four straight?

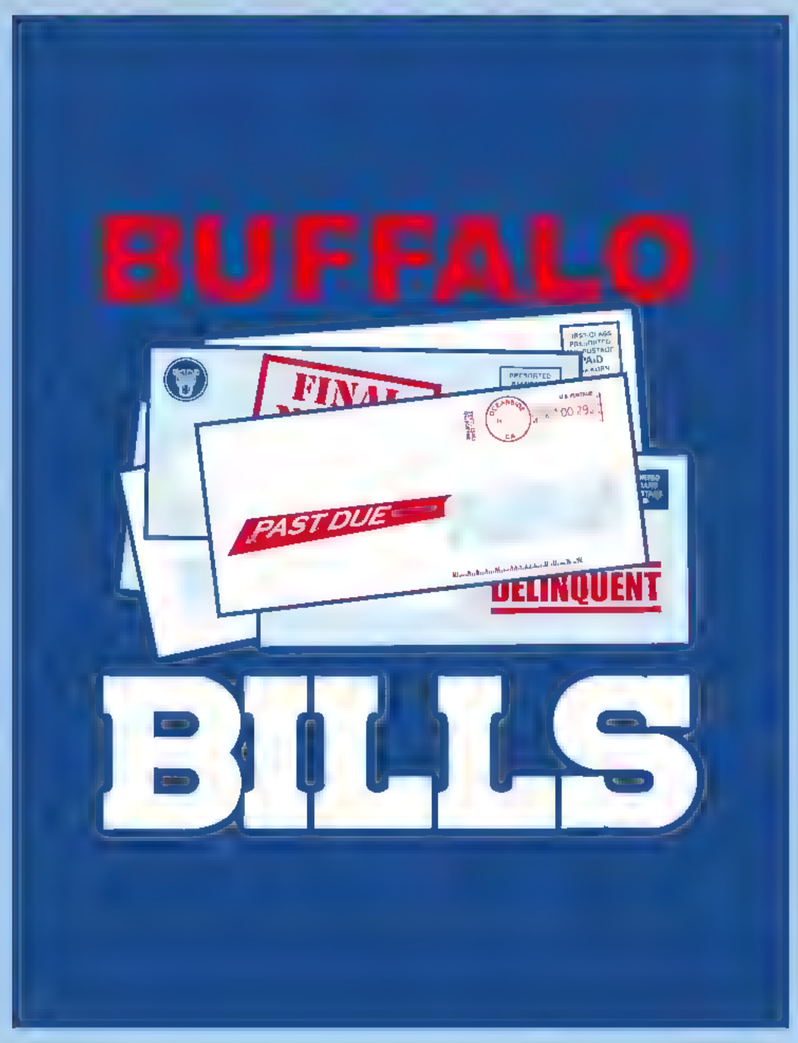
...when a stadium has dozens of beer outlets but only three toilets and two of them are out of order?

...when you sit way up at the top of the upper deck and you see tons of empty seats below that were sold to big corporations for the season?

...when you buy a season ticket and the team's superstar refuses to play because the team won't renegotiate his multi-million dollar contract?

ORIGINALLY PUBLISHED IN MAD #265, SEP 1986

LITERAL LOGOS FOR PRO SPORTS TEAMS



WRITER SEPPO VIRTANEN
ARTIST TIMOTHY SHAMEY

ORIGINALLY PUBLISHED IN MAD #550, APR 2018

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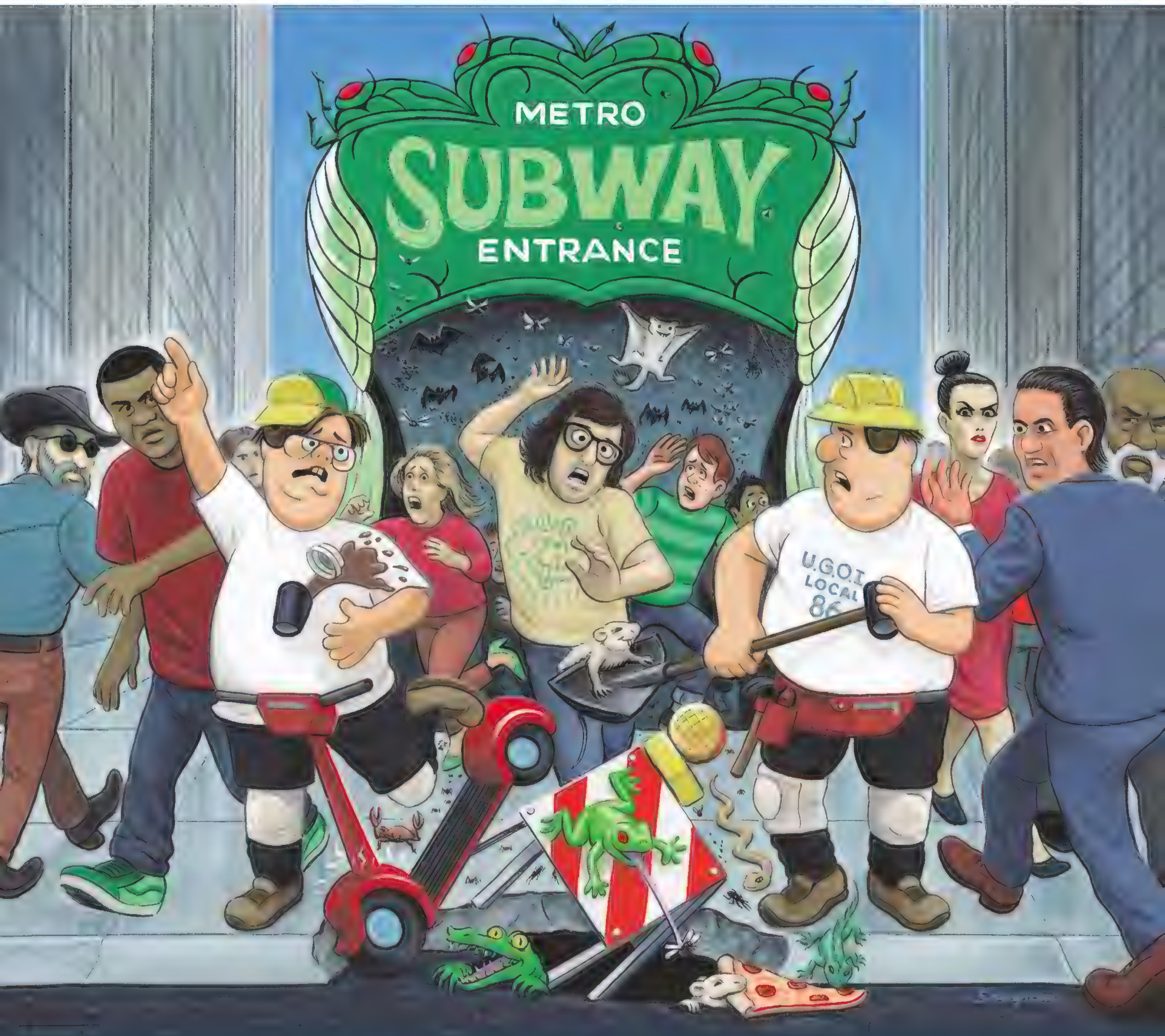
WHAT LONG-DORMANT PEST WILL AGAIN BE SWARMING PARTS OF THE COUNTRY THIS SUMMER?

HERE WE GO WITH AN ALL-NEW MAD FOLD-IN

After a long period of inactivity, a familiar pest is expected to return this summer; bringing along with it annoyance for many citizens. Nothing can be done to prevent its arrival, and although it can be very bothersome, some people actually welcome its reemergence. To see what this pest is, fold-in as shown.

SWIPE FROM B TO A TO FOLD

A B



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WRITER & ARTIST **JOHNNY SAMPSON**

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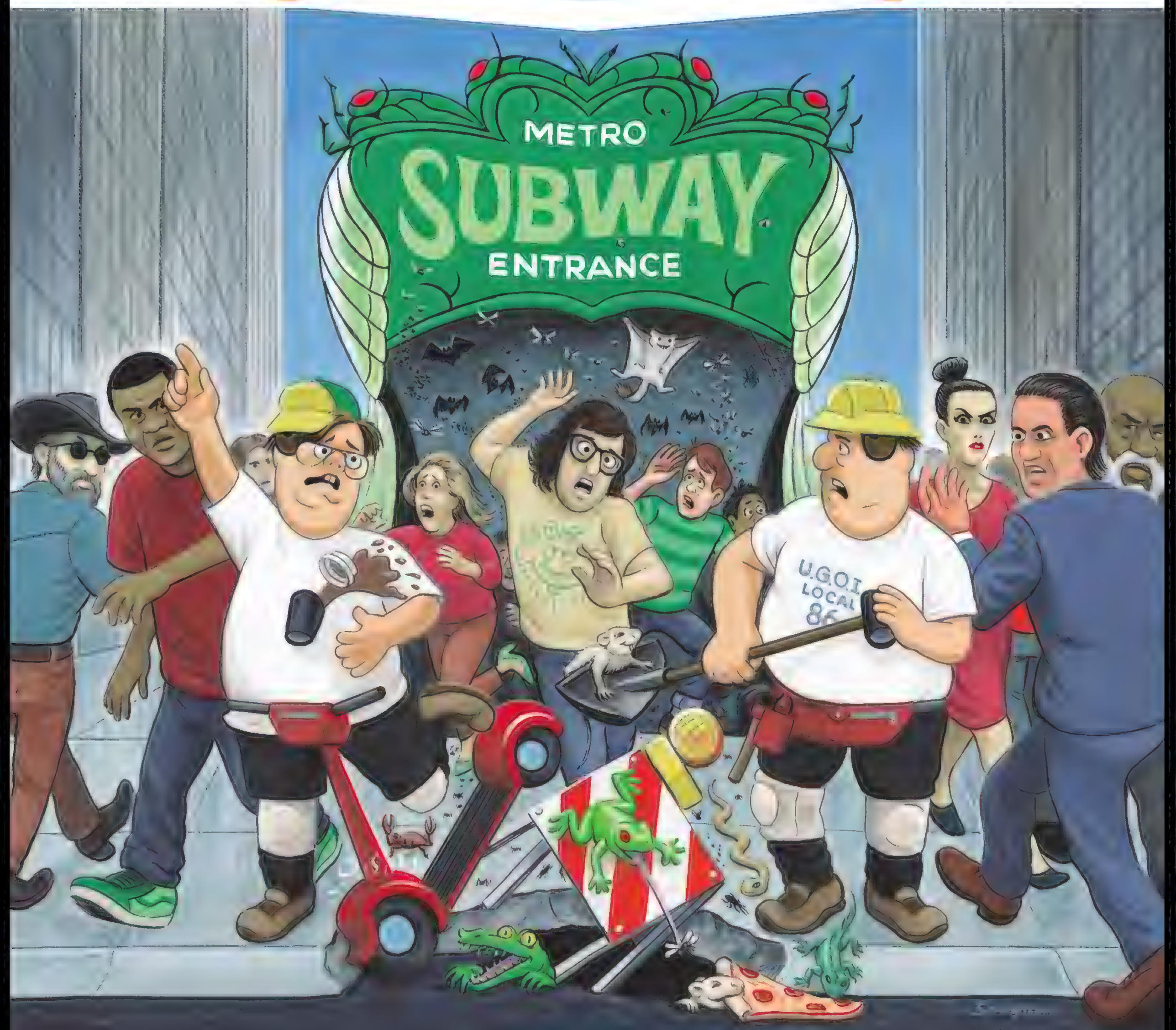

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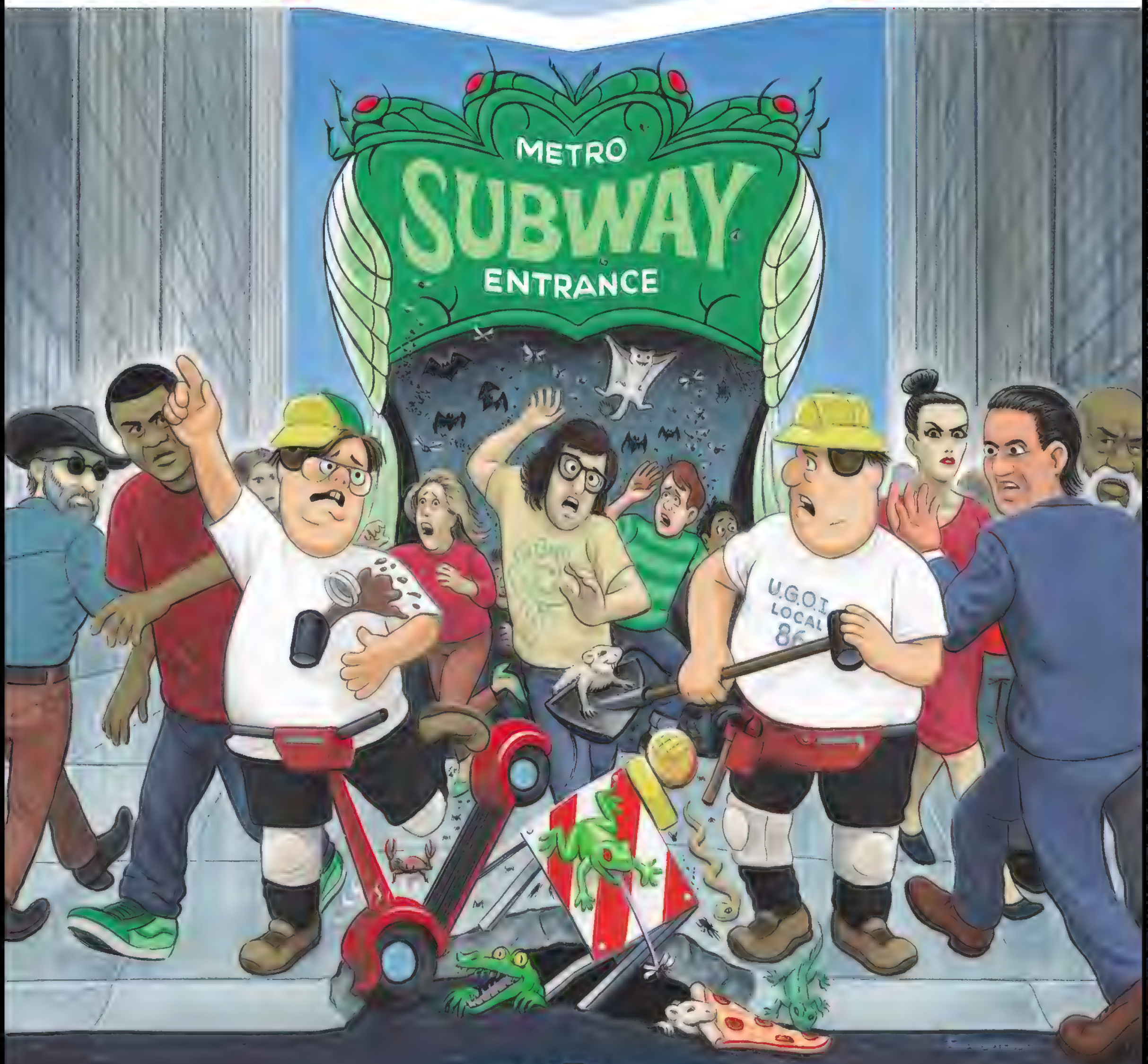

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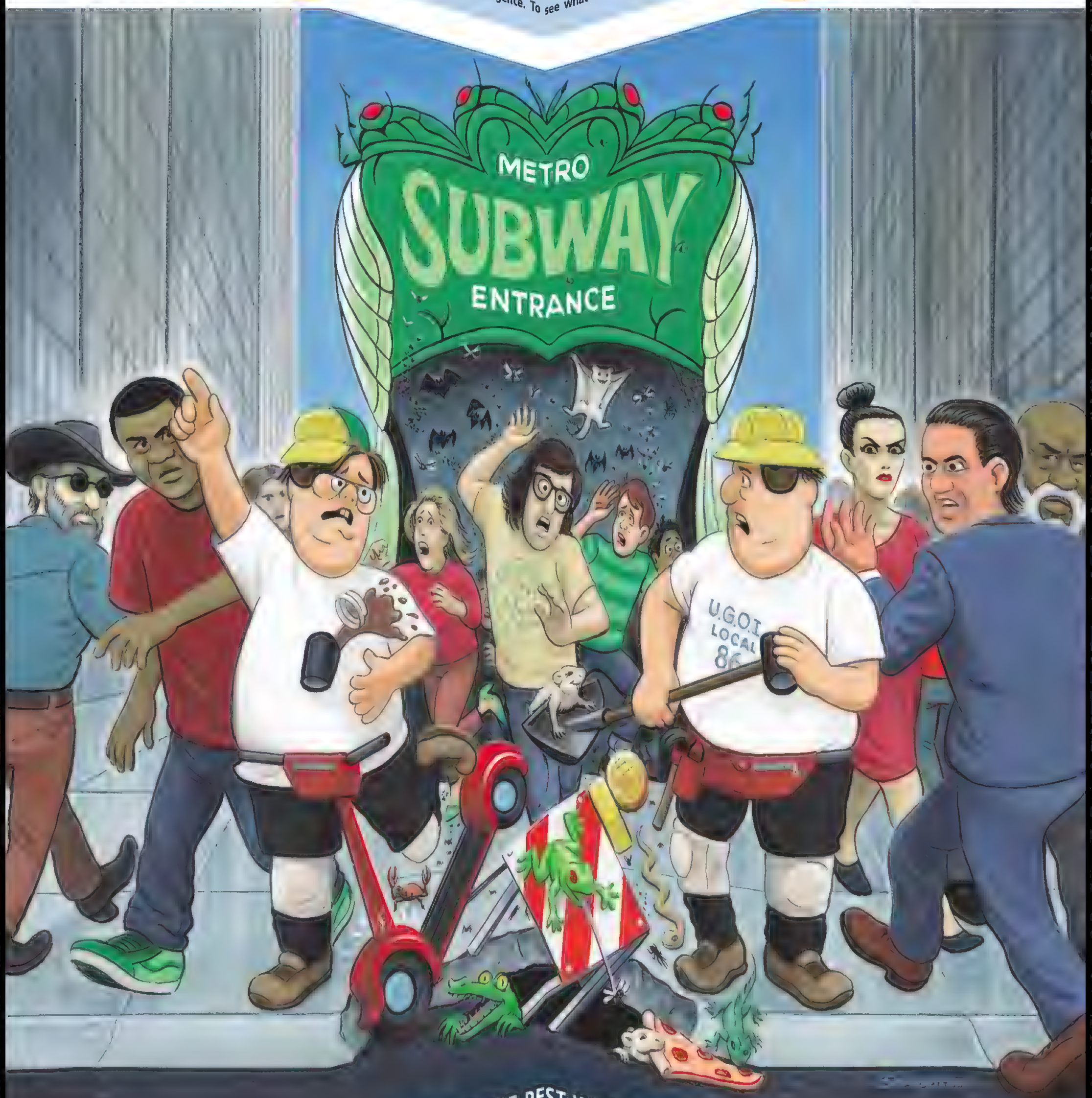

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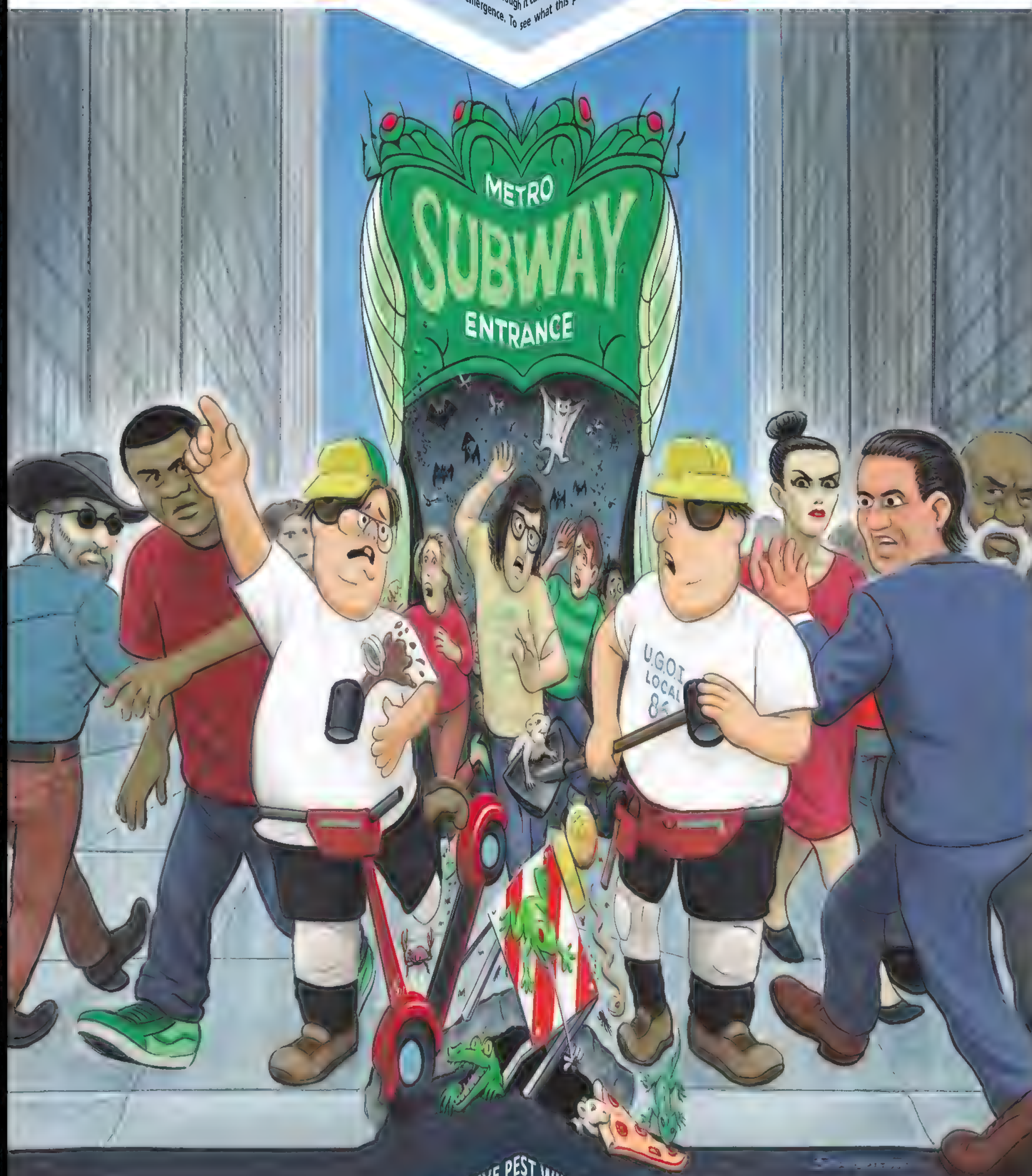

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SWIPE FROM B TO A TO FOLD

THE TOUR-IST

Two of the biggest "pitchers" in the N.Y Yonkle's outfield, Roger Morris and Mickey Mendle are both TEA men. Last year they belted 61 and 54 "plugs" respectively for a total of $742,000—more than they made playing ball.

Why these sluggers belt every pitch with TEA, the "pot" refresher

"After a rough weekend of playing night and day in Chicago—or L.A.—and we've run a little short of cash... there's nothing like TEA for a quick refresher!" says Mickey Mendle.

"Yeah!" says Roger Morris. "The TEA men drop a few grand in our "pot" and we swear we drink any brand beer, or soda, or coffee, or booze..."

"We'd even swear we drink Gillette Razor Blades!" adds Mickey, "Just as long as they give us money!"

So if you're a big name Sports Star—or even just a Coach—you can make a big bundle with TEA, the "pot" refresher.

As all our satisfied clients say:
Take TEA—You'll See—Do-Re-Mi!

"Yeah!" says Roger reflectively

Roger and Mickey receive their latest pay-off from Sam Klotz, their T.E.A. *(Testimonial & Endorsement Agency)* representative.

"What pitch is this one for?" says Rog, "The cereal I don't eat, or the cigars I don't smoke?'

"What do you care?" says Mickey "Shut up and count your money!"

"Yeah!" says Rog reflectively.

A MAD AD PARODY

T E.A. COUNSELORS OF THE U.S.A., INC., AN EXTRA-PROFIT ORGANIZATION

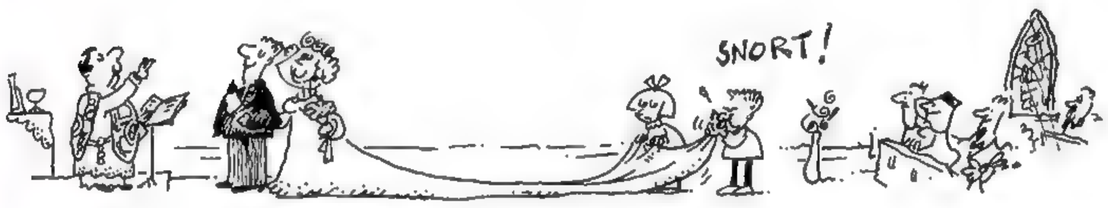
PHOTOGRAPHY **LESTER KRAUSS**

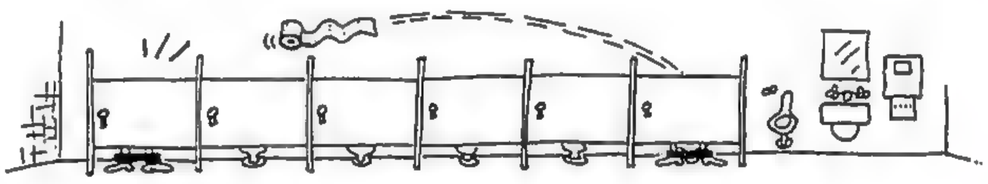
ORIGINALLY PUBLISHED IN MAD #73, SEP 1962

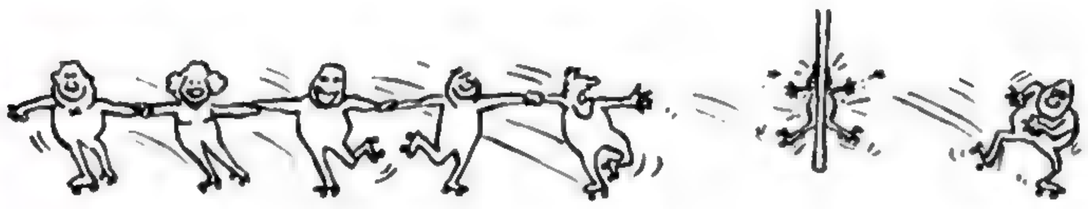
DRAWN OUT DRAMAS

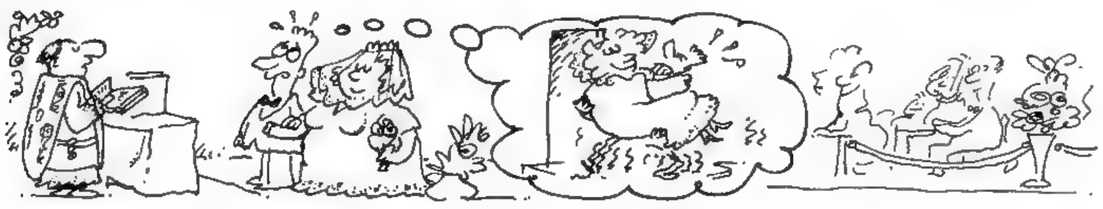
BY

SERGIO ARAGONÉS









MAD

DIGITAL EDITION

BONUS MATERIAL!

Back in 1974, MAD committed a huge error and they let Al Jaffee combine two of America's favorite sports into one. Stealing a base, he drew up a foul and invented BASEBRAWL. From MAD #167.

33 years ago, that same silly soothsayer predicted the fate of future Olympic finalists with this Fold-In from 1988.

DIAMOND AND THE ROUGH DEPT.

Because today's fast-paced life is more violent, gentle old baseball has lost its position as our "National Pastime." Football, with its high speed mayhem has taken over, and that makes baseball men very worried. They just hate to see all that they've worked for go down the drain—the glory, the prestige, the *money!* And so here's our suggestion for up-dating and saving the sport with...

THE MAD GAME OF BASEBRAWL

UNIFORMS AND EQUIPMENT

BASEBALL: UNIFORM

The baseball uniform is a dead giveaway as to what's in store—a flimsy, decorative ensemble put together as if intended for a hairdresser or a ballet master.

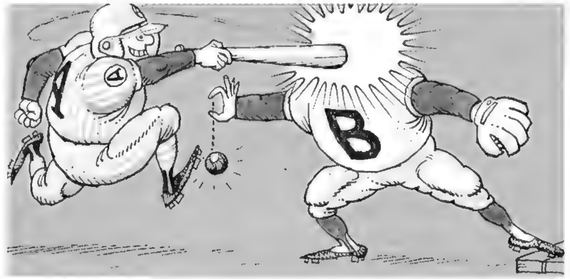
BASEBRAWL: UNIFORM

MAD's basebrawl uniform would reflect the feel of the game—a tough, practical armor-like get up that can administer punishment as easily as protect against it.

BASEBALL: BAT

Today's baseball bat has but one purpose—to hit the ball, immediately after which it is discarded as the batter then becomes more involved with the base paths.

BASEBRAWL: BAT

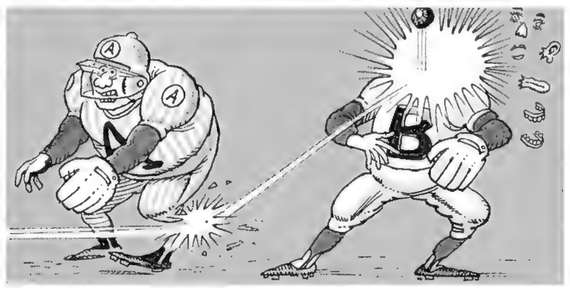


MAD's basebrawl bat would play a much more exciting role. An ideal offensive weapon, it would be taken along to increase chances of reaching bases safely.

BASEBALL: BASEBALL

Today's baseball is often referred to as a *hardball.* Actually, it is only hard when compared to a *softball!* Spectators can catch them without even using a glove!

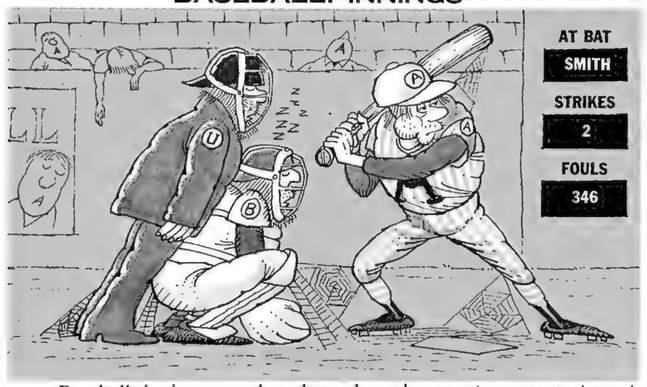
BASEBRAWL: BASEBRAWL BALL



MAD's basebrawl would be more lethal, something a bit like a cannon ball. In fact it *would be* a cannon ball! Even a simple line drive becomes a memorable event!

ARTIST & WRITER: AL JAFFEE

BASEBALL: INNINGS

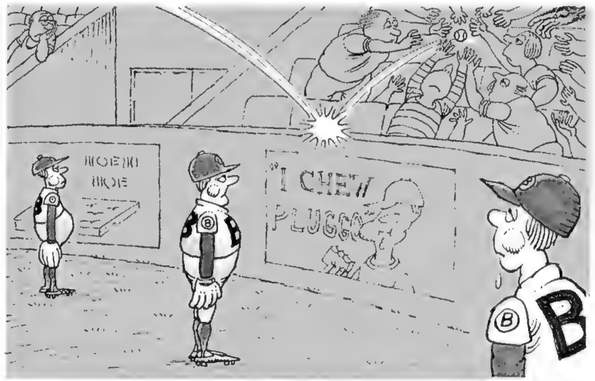


Baseball innings are based on how long a team can stay at bat without making 3 "outs". With hits, walks, fouls, errors, and change of pitchers, innings can last hours! Or, should a pitcher's "duel" take place, they last only a few unexciting minutes with a boring "three up . . . three down".

BASEBRAWL: ZAPPINGS

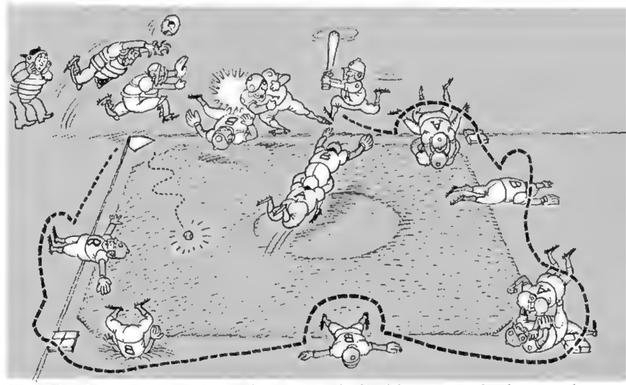
MAD'S basebrawl provides four *zappings,* each team coming to bat once per zap with three "outs" to reach first base. If achieved, three more outs are awarded to them to try to advance to another base: if not, team members are allowed one free throw each at the batter scoring the third out.

BASEBALL: HOME RUN



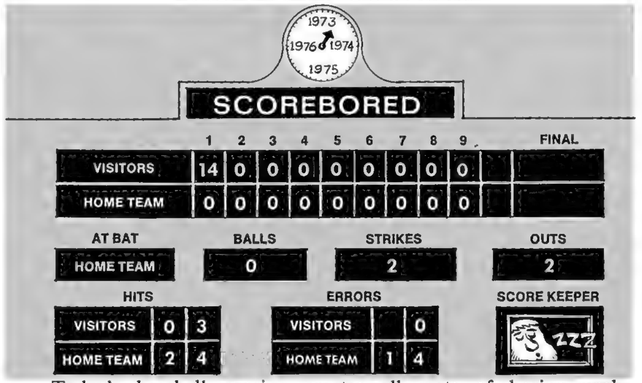
Baseball's most ridiculous rule by far is the *home run,* in most cases a ball hit out of the park, allowing the batter to prance around the base paths unmolested while fielders stand by helplessly. The fans provide much more excitement than the game as they fight among themselves for the ball!

BASEBRAWL: HOME RUN



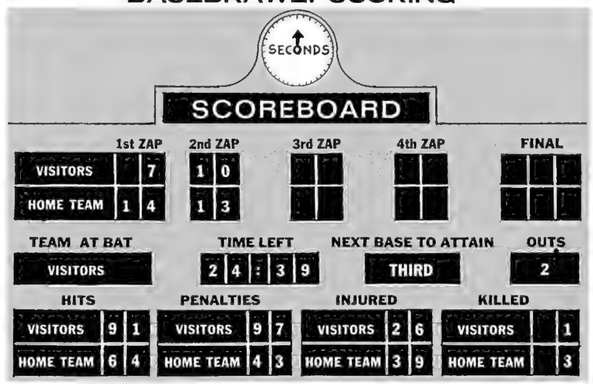
MAD's basebrawl rules that any ball hit out of the park is an automatic out! A home run is thus not limited to only those possessing brute strength. Here, with the proper kind of teamwork, even the weakest man on the team can circle the bases and score with just a dribbling grounder.

BASEBALL: SCORING



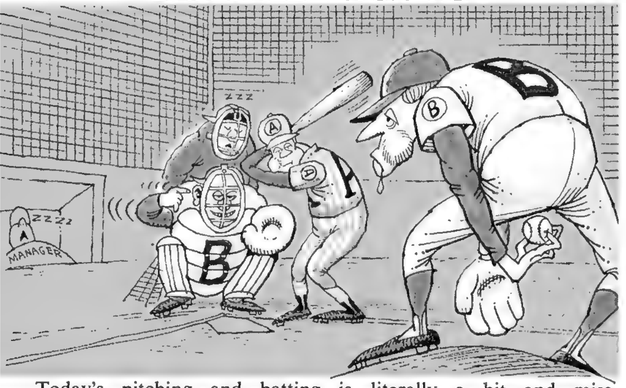
Today's baseball scoring creates all sorts of boring problems. For example, a team can score indefinitely without losing their turn at bat, making the rest of the lopsided fiasco even slower than normal. And continual flashing of dull statistics offers little relief to the "score-bored!"

BASEBRAWL: SCORING



In MAD's basebrawl, one point is scored for each base attained, plus a two point bonus for a home run, or five points in all. A "fear goal" is worth two points and is achieved by kicking the ball into the opposition's dugout right after a home run. The other team then gets to bat.

BASEBALL: PITCHERS



Today's pitching and batting is literally a hit and miss affair: the batter constantly trying to *hit* the pitch, the pitcher constantly trying to *miss* the bat. With fast balls, curves, knucklers etc. vs. walks, fouls, etc., the whole thing balances out to a very dull and dreary contest.

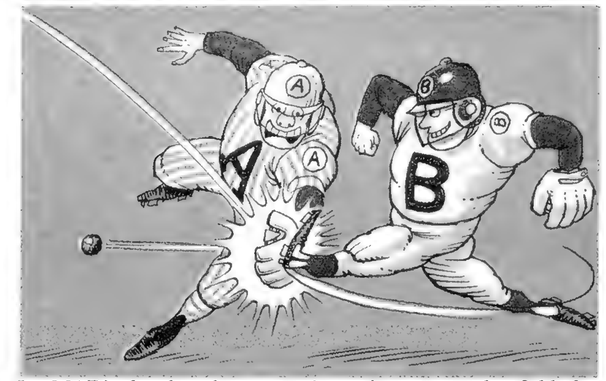
BASEBRAWL: PITCHERS

MAD's basebrawl pitcher, batter and catcher are all on the *same team!* Because hits are more exciting to watch, the pitcher serves up only *meat balls* for his own man to blast, thus cleverly eliminating the need for time-wasting balls and strikes and frenzied arguments with the umpires!

BASEBALL: TURN AT BAT

In baseball, the overwhelming majority of players on the batting team have nothing more to do than doze and laze around in the dugout while their one representing man stands alone at the plate. With eight players doing absolutely nothing, it's small wonder that the game is dull!

BASEBRAWL: TURN AT BAT

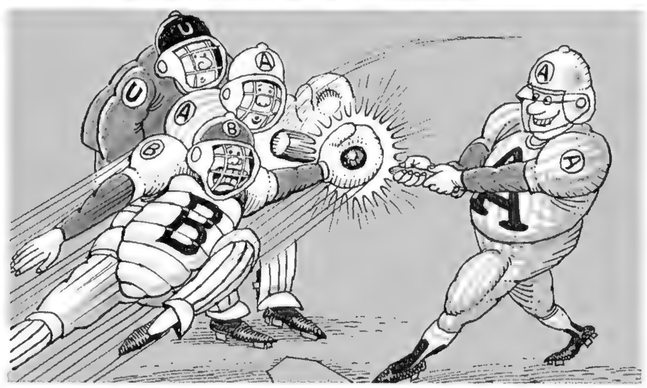


In MAD's basebrawl, *every* player is out on the field for the entire game, becoming "defensive fielders" when their man is at bat, covering each position to try and prevent an out from being scored against his team. As a result the dugout is freed for use as an emergency first aid station.

BASEBALL: CATCHERS

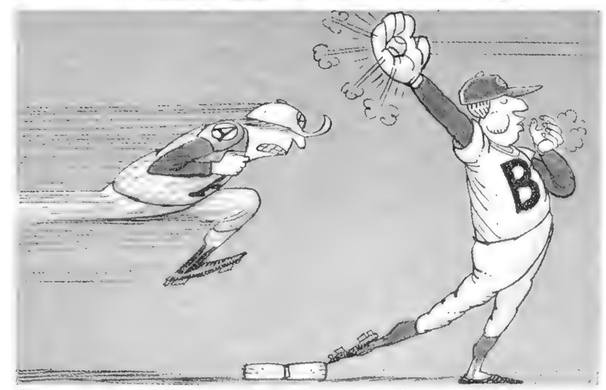
Today's catcher spends most of his time signalling to his pitcher. This may be exciting to him and the pitcher, but to someone almost a mile away in the bleachers—*nothing!* The catcher is involved in other thrilling and important acts like tossing the ball around the infield. Yawn . . .

BASEBRAWL: CATCHERS



Positioned near the batting team's offensive catcher, the basebrawl *defensive* catcher, besides making plays at the plate, can also "steal" the ball by catching it the exact moment it crosses the plate. Obviously, this novel "strike clout" rule adds all kinds of new excitement to the game.

BASEBALL: BASE RUNNING

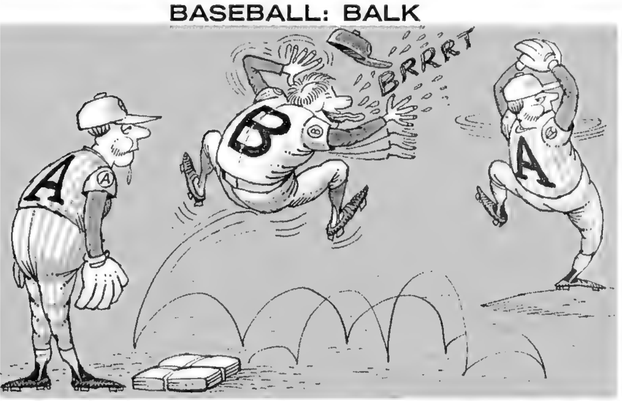


When a grown man runs at top speed, he is usually running *away* from someone with fear or *toward* someone with hate. Not so in today's baseball! Here, a man races a ball! Any show of force, violence or even interference are no-no's! And so it goes for any enjoyment, action and excitement!

BASEBRAWL: BASE RUNNING

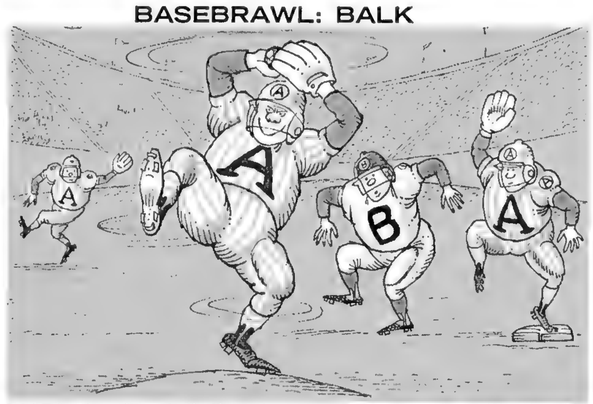
MAD'S basebrawl runners will have no such mamby-pamby restrictions. The batter can carry his bat with him at all times to serve as a deterrent to fielders who may attempt to tackle him or knock him out of the base paths. He can also take a few extra swings at the ball on the way around.

BASEBALL: BALK



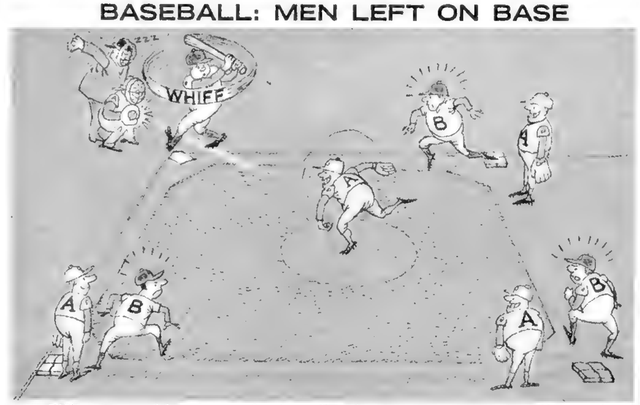
Today's pitcher's most serious problem on the mound is to avoid a *balk*. The reason it is such a problem is because no one knows just what constitutes a balk to begin with. In any case, it happens to be a silly rule with a silly penalty that adds no playing interest or excitement at all.

BASEBRAWL: BALK



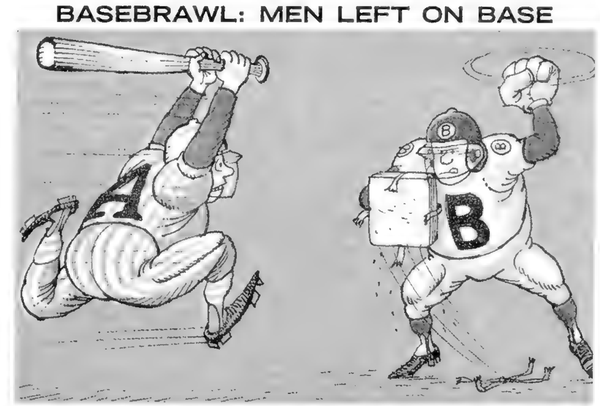
MAD's basebrawl *balk* rule states that every man on the field must freeze in position from pitcher's wind-up to snap of the ball. Infractions result in the loss or gain of an out to offensive and defensive teams respectively. *Still* a silly rule, but at least some laughs are offered.

BASEBALL: MEN LEFT ON BASE



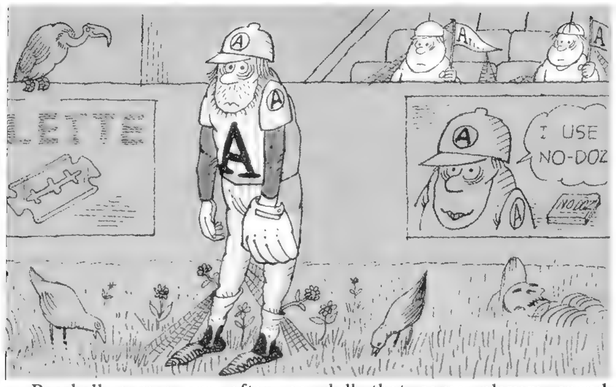
When a side is retired, all the strategy and effort that goes into placing runners into scoring positions slips down the drain. The men left on base have no value except as statistics for announcers to compile in their desperate attempts to inject a little interest into the dull affair.

BASEBRAWL: MEN LEFT ON BASE



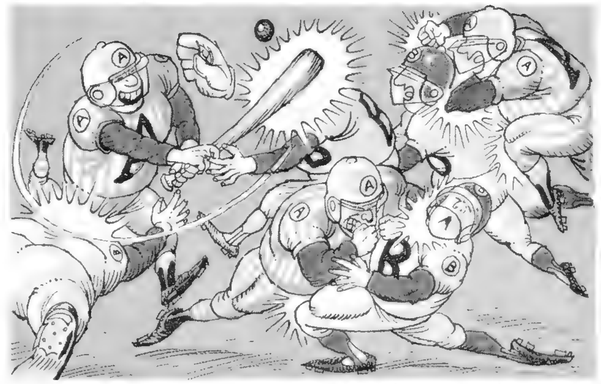
Men left on base in MAD's basebrawl have an option: they may either relinquish their base and assume their normal defensive position, or they may elect to stay where they are and serve as an additional blocker against the opposing team runners who are advancing to the base they hold.

BASEBALL: FIELDING



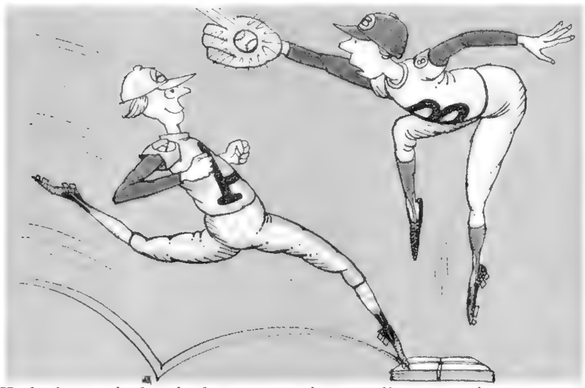
Baseball games are often so dull that some players spend the entire duration on the field without ever actually touching a ball. Young people in the stands who study and imitate every move and gesture their idol makes are often diagnosed as being in a catatonic state after the game.

BASEBRAWL: FIELDING



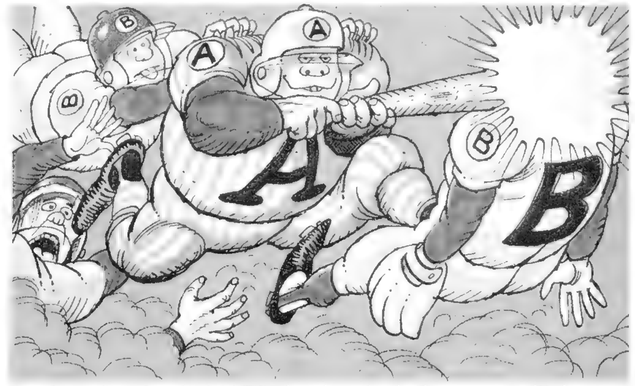
In MAD's basebrawl, there's no time for any cobwebs to collect on the fielders. With offensive players trying to prevent them from making plays, plus rules that allow for body contact, ball blocking, and even bat throwing, every man is a potential play maker throughout the entire game.

BASEBALL: PINCH RUNNER



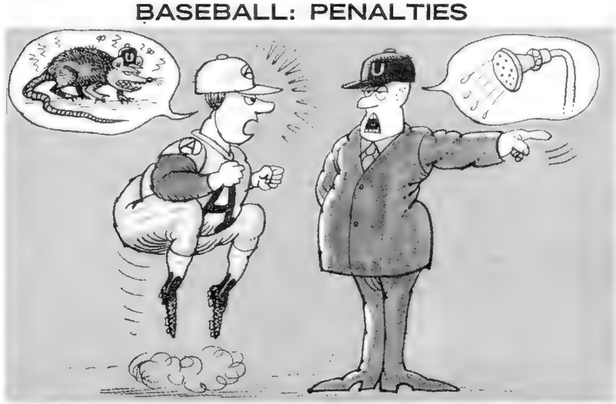
Today's typical pinch runner is usually a sprinter, very fast and lithe, who is called in to replace a runner who is slow and sloppy. His ballet dancing and prancing about does manage to annoy the opposing pitcher somewhat, but not enough to affect the game or the fans in any way whatsoever.

BASEBRAWL: PINCH RUNNER



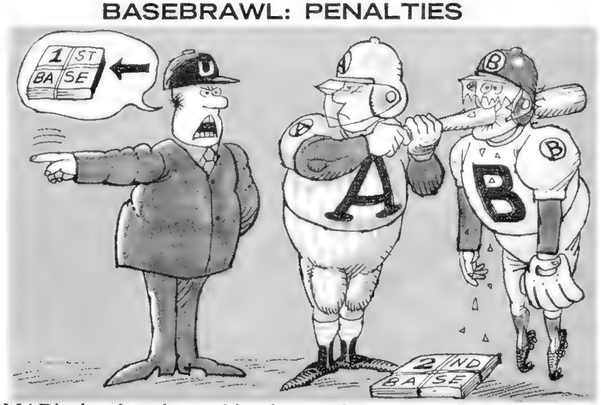
On the other hand, MAD's basebrawl pinch runner will be called in to replace a fast, lithe sprinter with a slow, sloppy brute. In the closing moments of a game when the chips are down and a run is needed, the situation calls for an animal who isn't afraid to use his strength—or bat!

BASEBALL: PENALTIES



Today's penalties have little or no effect on the outcome of the game. About the worst that can possibly happen is someone is thrown out of a game or fined a few dollars for saying things about the umpire's ability to see clearly or raising some serious doubts as to just who his father was.

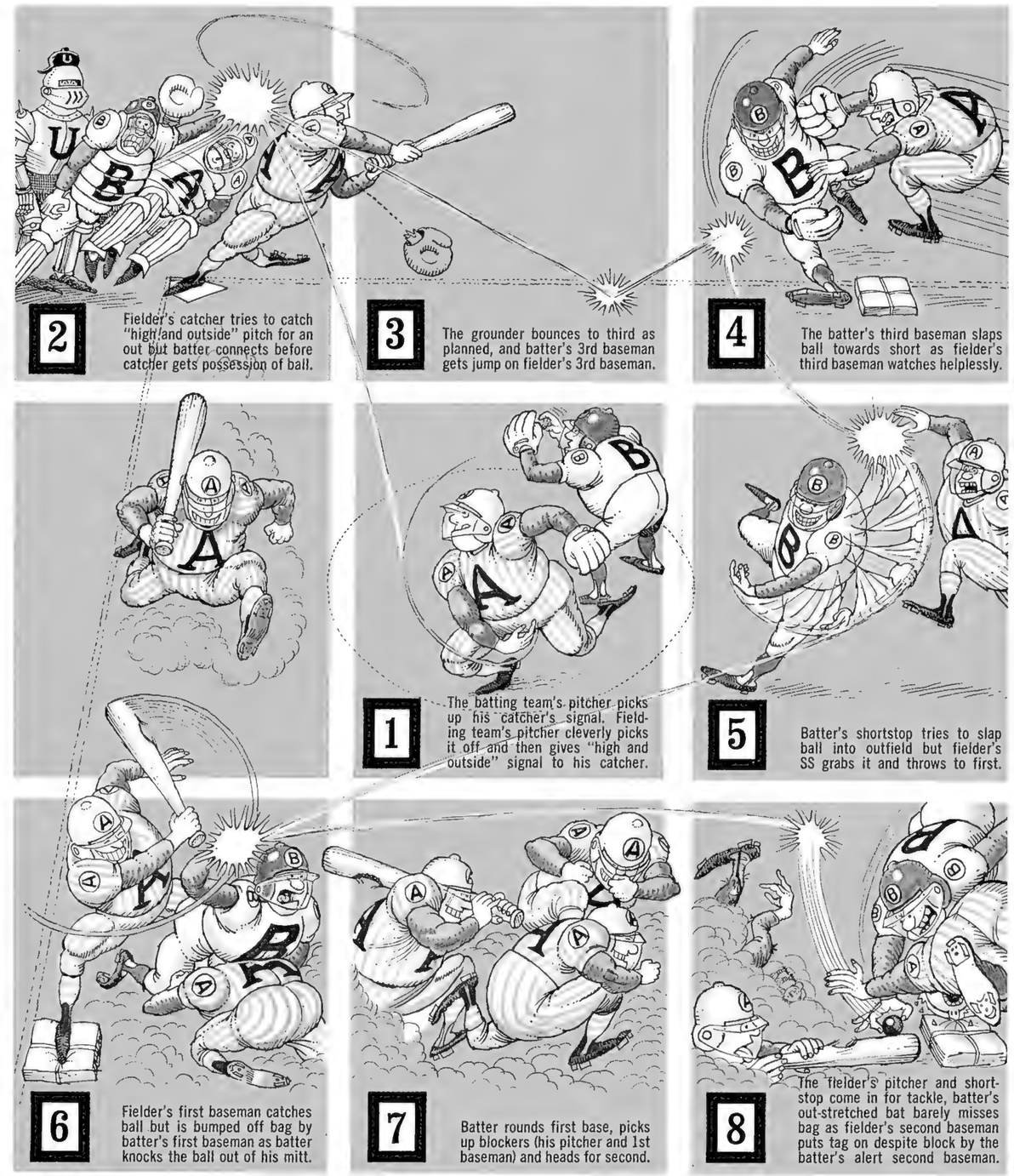
BASEBRAWL: PENALTIES



MAD's basebrawl penalties have relevance to the game. An offensive player who gets offensive will cost his team a base or an out, a defensive offense will be penalized in the same manner. The one major infraction—delay of the game—results in an automatic win for the other team!

HOW MAD'S BASEBRAWL WORKS

Here in a typical play we see what *MAD's BASEBRAWL* is like. In today's game this would be a routine and boring "out." But in *MAD's BASEBRAWL* there is nothing routine in any of its fast moving, body crunching plays. Here, by following the numbers 1 to 8 beginning in the pitcher's box, we see how spine-tingling and thrilling a grounder to third can be.



1 The batting team's pitcher picks up his catcher's signal. Fielding team's pitcher cleverly picks it off and then gives "high and outside" signal to his catcher.

2 Fielder's catcher tries to catch "high and outside" pitch for an out but batter connects before catcher gets possession of ball.

3 The grounder bounces to third as planned, and batter's 3rd baseman gets jump on fielder's 3rd baseman.

4 The batter's third baseman slaps ball towards short as fielder's third baseman watches helplessly.

5 Batter's shortstop tries to slap ball into outfield but fielder's SS grabs it and throws to first.

6 Fielder's first baseman catches ball but is bumped off bag by batter's first baseman as batter knocks the ball out of his mitt.

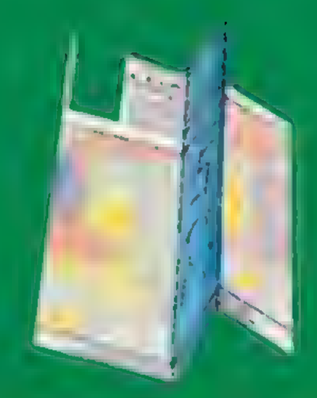
7 Batter rounds first base, picks up blockers (his pitcher and 1st baseman) and heads for second.

8 The fielder's pitcher and shortstop come in for tackle, batter's out-stretched bat barely misses bag as fielder's second baseman puts tag on despite block by the batter's alert second baseman.

WHAT HURDLE MUST ALL OLYMPIC ATHLETES PASS AS THEY GO FOR THE GOLD?

HERE WE GO AGAIN WITH ANOTHER MAD FOLD-IN

Athletes have always given a lot to achieve Olympic stardom. But today they are being asked to give even more. To find out what that is, fold in page as shown on the right.



FOLD PAGE OVER LIKE THIS!

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ATHLETES ENDURE MANY FRUSTRATIONS DURING THEIR CAREERS. THEY OFTEN SHRUG OFF PAIN AND SUFFERING TO PURSUE THEIR SUPERDREAMS OF OLYMPIC CONQUESTS.

A ▶ WRITER & ARTIST **AL JAFFEE** ◀ B

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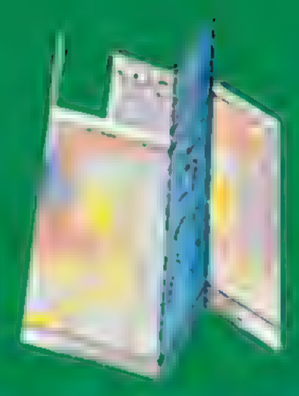

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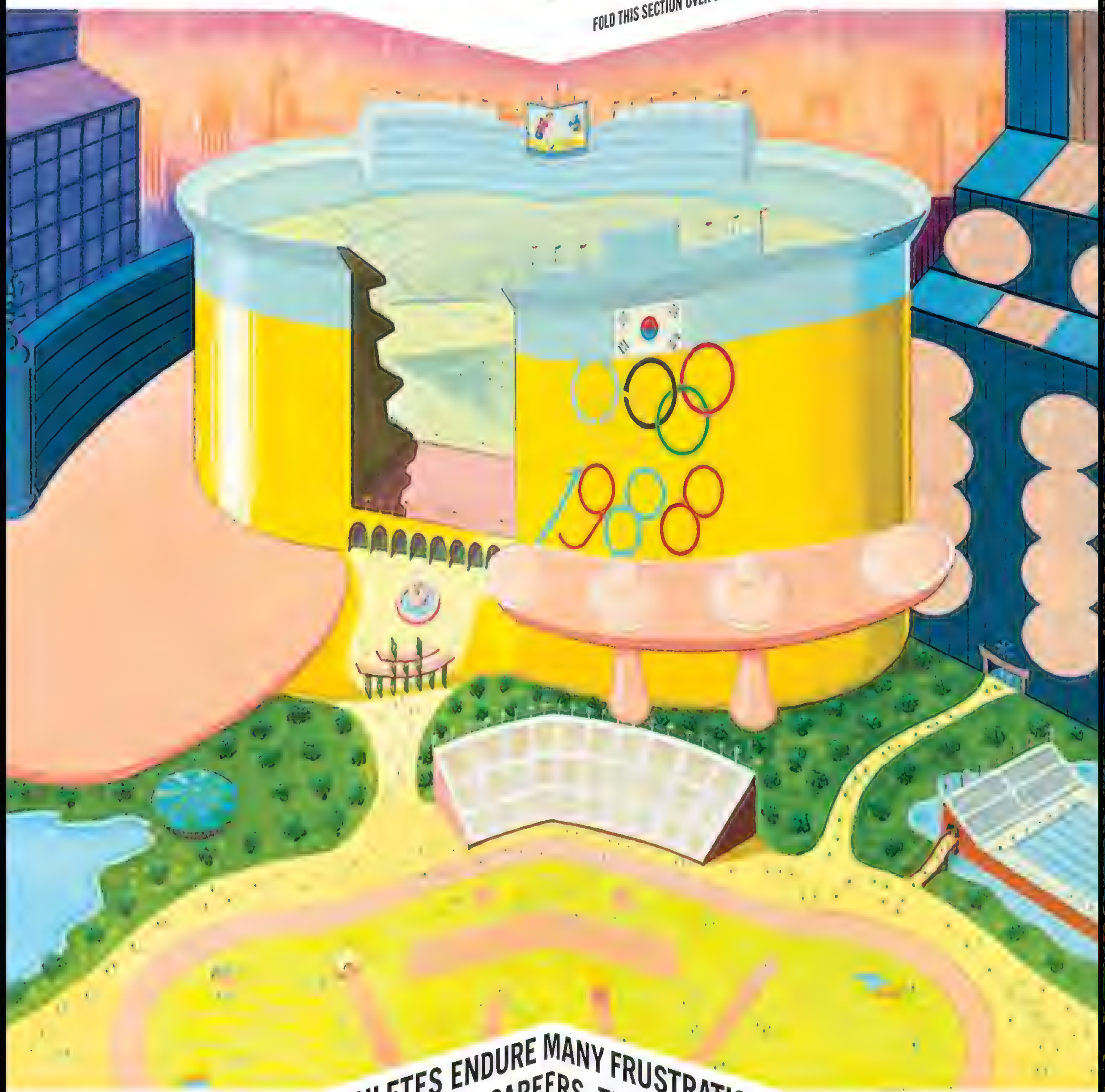

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WRITTEN (LARRY) ALL JAFFEE

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DRUG

TESTS.

A ▶◀ B

MAD

SON OF ULTRON